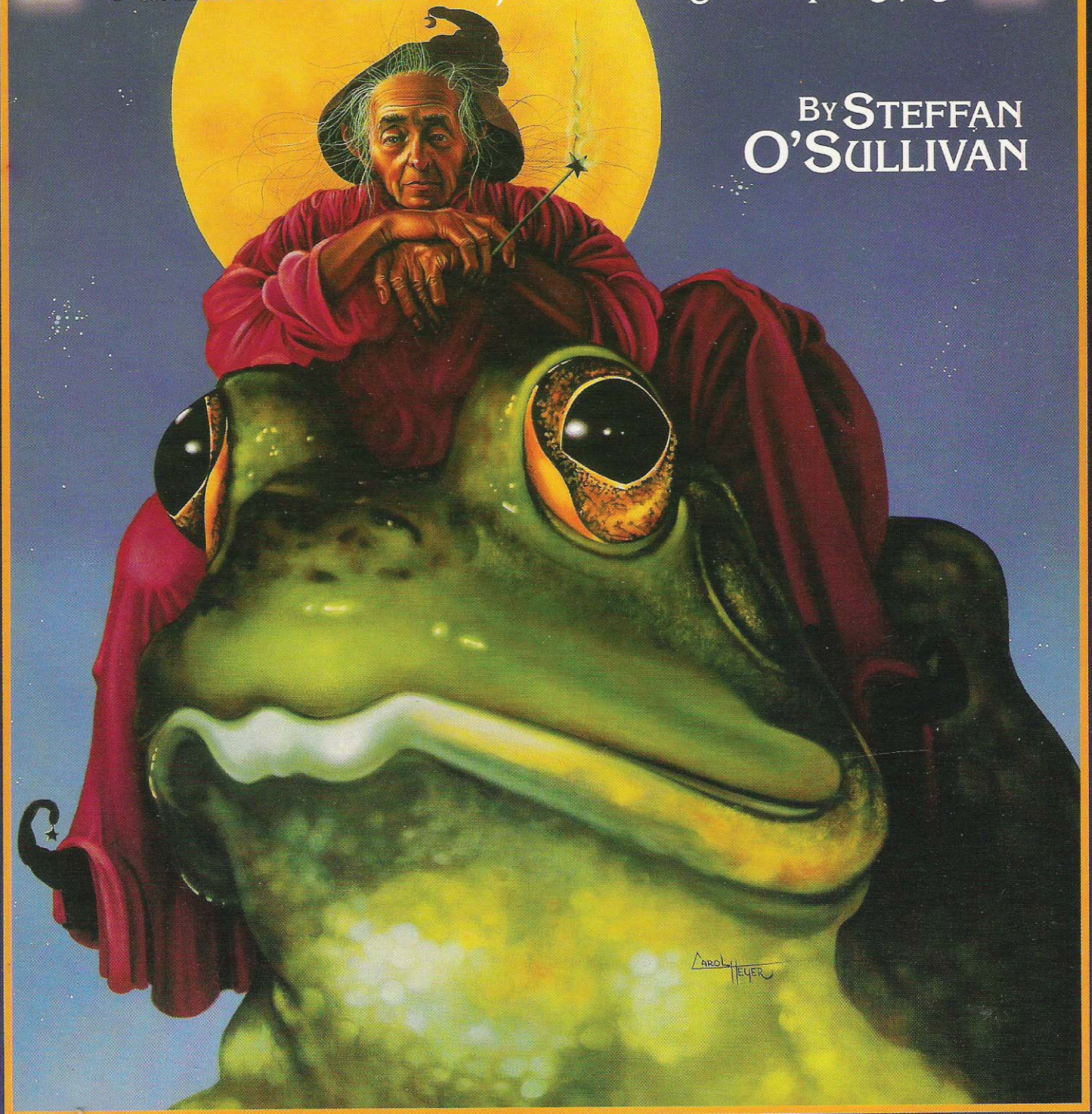


G U R P S[®]

FANTASY BESTIARY

Fantastic Creatures for Fantasy Roleplaying

BY STEFFAN
O'SULLIVAN



STEVE JACKSON GAMES

G U R P S

FANTASY BESTIARY

FANTASTIC CREATURES FOR FANTASY ROLEPLAYING

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STEVE JACKSON GAMES

CONTENTS

INTRODUCTION	3
How to Use This Book	3
<i>About GURPS</i>	3
<i>Humans</i>	3
Rumors	4
<i>About the Author</i>	4
<i>Technical Terms</i>	4
Key to Animal Statistics	5
<i>Names</i>	5
<i>Campaign Styles</i>	5
1. CREATURES	6
2. DRAGONS	83
Types of Dragons	83
Dragons of Various Cultures	86
3. FABULOUS PLANTS	95
4. VENOM	102
Venom Types	102
<i>Nonhuman Reactions to Venoms</i>	102
<i>Amphisbaena</i>	103
<i>Hemorrhosis</i>	103
5. MAGICAL EFFECTS	104
Invisibility, Darkness and Mirrors	105
Spells	105
6. MOTIFS	108
Giant Animals	109
Hybrid Animals	109
Unnatural Power of Flight	109
Animals with Multiple or Unusual Heads	109
<i>Raising Dust</i>	109
<i>Tupilat</i>	109
Animals with Multiple or Unusual Limbs	110
Animals with Full or Partial Invulnerability	111
Regeneration	111
<i>Many Lives</i>	112
Animals with Magical Powers	113
Animals that Curse or Bring Luck	113
<i>Mana Organs</i>	113
Animals with Devastating Breath or Looks	114
Unnaturally Venomous Animals	114
Animals Living in Abnormal Habitats	114
<i>Casting Spells on Magical Animals</i>	114
Unnaturally Carnivorous Animals	115
Animals That Are Part Human	115

Animals That Are Part Mineral	115
<i>Soothing Savage Beasts</i>	115
Animals That Transform	116
<i>Miscellaneous Motifs</i>	116
Talking Animals	117
Plant Motifs	117
Demonic Animals	117
Monstrous Plants and Plant-Animal Hybrids	118
Combinations of the Above	118
<i>Legends about Real Creatures</i>	118
<i>Raven</i>	118

ALPHABETICAL CHART	119
---------------------------------	-----

HABITAT CHART	123
----------------------------	-----

INDEX	128
--------------------	-----



INTRODUCTION

This is a book of imaginary creatures . . . based on myth, folklore, fiction and my own imagination. Translating myth and legend to game mechanics often requires changing the original story a little. As a folklorist, I regret this, but it is unavoidable. If you disagree with the treatment of any creature in this book, please feel free to change it! I've enjoyed working on this book, and hope you catch some of that enjoyment – don't let a minor disagreement get in the way of your fun!

An important point to remember about the creatures in this book: until the 18th century (later in most countries), most people *believed* that most of these animals really existed!

None of these creatures are suitable to play as characters. This was a deliberate choice – those fantasy races are found in *GURPS Fantasy Folk*. There *are* occasional intelligent creatures herein, but they would not be fitting as PCs or even companion NPCs.

The *GURPS Fantasy Bestiary* is dedicated to everyone working to prevent the extinction of animal species. This book is full of creatures that cannot be found on this earth; we don't need to add any real animals to that list. As with my other books, I will donate a portion of my royalties to groups working to save the planet.

Enjoy, and watch out for gullet snakes!

– Steffan O'Sullivan



HOW TO USE THIS BOOK

The book is largely alphabetical, with two exceptions. Since there are many types of dragons (all of which have rules in common), they are found in their own chapter. Likewise, there are rules common to all plants, so all plants are grouped together. Otherwise, all creatures, regardless of habitat, will be found in chapter one.

There are also two tables of creatures. One is by *Habitat*, containing a short description of each animal in a given habitat, and the page number to find full stats and text. The other is a straight alphabetical listing, giving page number and the Attributes, Move/Dodge, PD/DR, Damage, Reach and Size for each creature.

Also included is a discussion of *Mythological Motifs*. This chapter details “authentic” ways to create or alter fabulous beasts. These patterns are culled from legends all over the world; simply reading this section will suggest ways to run a game with an authentic mythical feel.

Also included is a section on GMing magical animals. This is included for those who do not have access to *GURPS Magic*. That book can enhance your understanding of certain animals, but is *not* necessary to use this book!

ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers all the hobby's top games – *AD&D*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun* and many more – and other SJ Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures* and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata and updates, and hundreds of pages of information. We also have conferences on CompuServe and America Online. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your World Wide Web browser to: www.io.com/GURPSnet/www.

Page References

See *GURPS Compendium I*, p. 181, for a full list of abbreviations for *GURPS* titles. Any page reference that begins with a B refers the *GURPS Basic Set, Third Edition Revised*; e.g., p. B102 means p. 102 of the *GURPS Basic Set*. CI refers to *Compendium I*, CII to *Compendium II*, M to *Magic, Second Edition*, G to *Grimoire*, and BY to *GURPS Bestiary*.



HUMANS

The word "human," as used in this book, refers to *any* fantasy race. This is simply for easier reading. In other words, if a creature is described as eating humans, that doesn't mean it will ignore an Elf or Halfling to attack the human beings in the party!

ABOUT THE AUTHOR

Steffan O'Sullivan is a storyteller, clown, performing arts teacher, librarian, finance instructor, technical writer and *GURPS* author living either in North Carolina or New Hampshire, depending on when you read this. He has a degree in European history, another one in physical theater, and has studied transpersonal psychology and folklore for years. He traveled and lived in Europe for more than two years. Gaming is his foremost hobby, and has been since 1961 when he discovered a certain Baltimore based company that he is still fond of, even though they've recently been bought by Hasbro. His other hobbies include hiking, snowshoeing and reading. He is an amateur baseball historian, which is the only aspect of the modern world he really understands. He wishes that cars and television did not exist.

His other books for SJ Games are the *GURPS Bestiary*, *GURPS Swashbucklers*, and *GURPS Bunnies & Burrows*. He is also the author of the Fudge and Sherpa roleplaying games.

TECHNICAL TERMS

Arboreal. At home in the trees; no DX penalty for tree movement or actions.

Biome. A community of plants and animals living together in a geographic region having a certain type of climate.

Carnivore. A flesh-eating animal or plant.

Diurnal. Active by day.

Gregarious. Sociable, living in herds, groups or flocks.

Habitat. The natural abode or locality of an animal.

Herbivore. An animal that eats plant matter.

Nocturnal. Active by night. The creature has the Night Vision advantage.

Omnivore. An animal that eats both plant matter and animal flesh.

Solitary. Living or being alone.

Unique. A unique creature in myth or legend had no equal – there was only one, not an entire species. Example: there is only one Medusa in Greek mythology – once Perseus killed her, there were no more. The GM may make a species out of a unique creature, if desired.

Player Information

When a creature is encountered, the GM should not just read its stats to the players. Tell them only what they see!

If the players do not recognize the creature from the description, and the GM thinks they should, then an IQ roll may be allowed for each character to see if the character realizes what he is facing.

A successful Zoology or Naturalist roll (sometimes at a penalty) would allow the adventurer some idea of the creature's ST, DX, IQ, HT, Move, PD, DR, etc. An experienced and literate naturalist might have read of the creature and recognize it from old descriptions. But even if the beast is wholly new, a good naturalist could make a guess about its basic abilities by looking at it. For a "natural" creature, or a creature similar in important ways to a natural creature, a Survival roll for the appropriate terrain would also provide information – not about the creature's mating habits or economic value, but about its hazards or its use to someone in the wild.

The GM does not have to provide exact stats, nor let players refer to this book, but such hints as "stronger than a lion, smarter than a fox," etc., will give the players some clue as to what they are facing.

RUMORS

Rumors are listed for many of the creatures in this book. In most cases, the rumors reflect different versions of the legends concerning the monsters. One legend for each creature was chosen to be the "official" *GURPS* version. A game of this nature needs standards, not only for communication, but also as an aid to those new to the game. Individual GMs may adjust the creatures as they see fit, of course, and the rumors are provided to assist in that process – and to keep the players on their toes!

The rumors in this book can be either true or false, as the GM decides. Experienced (and adventurous) Game Masters are free to use any of the rumors to create a version of a creature that is "official" in their world. The number of monsters in this book can be dramatically increased simply by treating every rumor for each creature as a different animal – and there is nothing to stop a GM from using the rumors of one animal with any other species!

Chapter 6 contains a collection of mythological motifs. These can also be thought of as generic rumors. These motifs are so universal and occur so frequently that they can be used as true or false rumors to enhance any animal in this book or in the *GURPS Bestiary*.

Although most rumors in a TL3 society will be oral, there are written ones. Scholars can glean rumors from libraries with a good Research roll – scrolls, grimoires, bestiaries, explorers' diaries, official documents, mythologies, natural history treatises, letters, etc., can all be sources of rumors. One Hungarian tale even tells of a clue written on a gold leaf at the top of an oak tree!

Bards and others who make a Literature skill roll might remember scraps of songs or ancient tales.

Rumors can also be conflicting, of course, and sometimes the adventurers will hear too many of them! The denizens of a local lower-class bar may even come to blows over whether a given creature has a poisonous breath or a paralyzing glance. Current gossip about a creature may conflict with ancient writings, and travelers from afar may very well have a different description of a creature's strengths and weaknesses than the locals. The village priest may assure the party that the only way to defeat a certain monster is through fasting and prayer, while the blacksmith will swear by cold iron.

Travelers' tales are notoriously exaggerated – another great way to introduce rumors both true and false. Don't make it too easy for them to tell the truth from the lies – as in any aspect of Game Mastering, constantly varying storytelling technique keeps the players guessing and improves the game. Gleaning the wheat from the chaff is one of the party's major tasks, and one they'll enjoy. With luck, they'll remember the right choice among all the wrong ones!

KEY TO ANIMAL STATISTICS

ST, DX, IQ, HT. HT will often have two numbers separated by a slash (e.g., 15/35). The first number is the "health" the creature would roll against, the second number is "hit points." ST and "hit points" are sometimes given as a range. DX, IQ, and "health" are given as single numbers; they may vary by a point or so in either direction for any species.

Move/Dodge. Some creatures have more than one Move – flying and on the ground, for example. The listed speed in this case is for the most common situation, e.g., flying for birds. Move for other situations is given in the text. See p. B144 for Move figures of encumbered animals. To determine Speed in a situation where combat phasing is important, use Dodge.

Dodge (most animals' only active defense) is $\frac{1}{2}$ Move or $\frac{1}{2}$ DX, whichever is better, up to a maximum of 10. *Animals with the Combat Reflexes advantage have a +1 to their Dodge already calculated into this figure.*

PD/DR. PD and DR, if any, from the creature's hide or armor. Some of it is magically produced. This usually won't vary much within a particular species.

Damage. Listed damage is that for the creature's most common attack; damage for other forms of attack is given in the text. Listed damage is for an average member of the species; stronger animals may do more. Abbreviations: *imp* = impaling damage, *cut* = cutting damage, *cr* = crushing damage.

Reach. Most creatures attack in "close combat" – a grapple or slam, followed by an attempt to crush or bite the foe, or rip it to pieces. C = Close Combat; 1, 2, etc. = reach in hexes; R = Ranged attack; see description.

Size. The animal's size in hexes. Small creatures take up less than a hex (represented by "<1"), and several can fit in the same hex. Large animals occupy two or more hexes; see p. B141.

Weight. The creature's weight, usually a range, in pounds or tons.

Origin. The creature's origin. There are only two origin codes in this book:

F = Fictional/Fantasy creature.

ML = Mythical or Legendary. These could be from classical mythologies, primitive beliefs, lumberjack tall-tales, medieval bestiaries, etc. The source, if known, is listed in parentheses.

Source abbreviations:

Aus Abo = Australian Aborigine

NAI = North American Indian

SAI = South American Indian

Habitat. Where the creature is commonly found; the primary habitat for each animal is listed first. Habitats are abbreviated as follows:

A = Arctic

FW = Fresh-Water Aquatic

S = Swamps

D = Desert

J = Jungle

Sub = Subterranean

F = Forest

M = Mountain

SW = Salt-Water Aquatic

P = Plains

Note: D (desert) includes any dry areas, including scrub woodland.

F (forest) means all temperate forests

J (jungle) includes any tropical forest

P (plains) includes all grasslands, including prairie (largely flat land), steppes (rolling hills), and savannas (dotted with trees)

An asterisk (*) in a creature's description means that the ability or attack is special in some way – see the text for details.

A "-" means that the heading does not apply.

A "#" sign means that there are exceptions to the number given – see the text for details.

NAMES

Every creature in this book with an Origin code of ML is an authentic (or, at worst, semi-authentic) fabulous beast from some culture or other. The original names have been used, but these names may not be suitable for every campaign. For example, if the setting is medieval European, encountering something called a *nyah-gwaheh* or a *wu kung ching* may not feel quite right!

In these cases, the GM is free to change the name. Many legendary monsters have no names beyond descriptive phrases, anyway. Calling something a monster bear, or just "a dog-faced ape with a hand on its tail," is quite in keeping with ancient practice. Or the Game Master can just find a word that he likes the sound of, and use it as a creature name!

This latter practice has the added advantage of keeping the players in the dark about what they are facing, thus allowing them to roleplay very accurately the fear and uncertainty that their characters are feeling . . .

CAMPAIGN STYLES

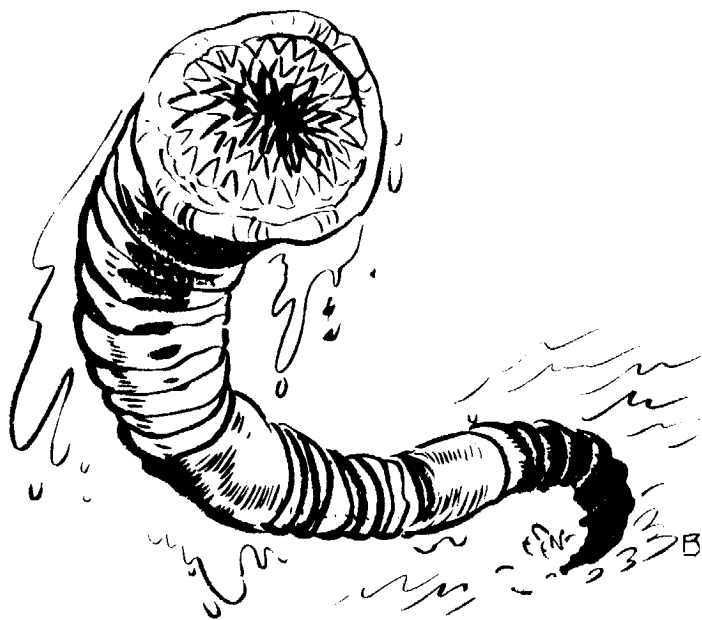
Different GMs and parties have different styles, yet all are *GURPS* players. Some people love to play 250-point fighters in plate mail, while some GMs don't even allow PCs to wear more than heavy leather armor. Obviously, using the same creatures against both types of parties means that at least one fight will be unbalanced.

Since this book is an attempt to reach everyone who might want to use a fantasy creature, some creatures here may be unsuitable for a particular campaign. They can all be adjusted – the tough ones made a little easier for those who don't have much firepower, and other monsters boosted a little for those who wear heavy plate and dish out 3d damage per turn.

An alternative solution is to alter the PCs occasionally! Let the warriors be caught in their street clothes with nothing more than a knife – they can't turn down an invitation from the king, for example, and he won't let them in his dining hall unless they are properly dressed. Some lesser monster may waylay them, or even attack the dining hall – they won't think it's "lesser" in such a scenario, though! Or let the poorly equipped party be lent heavy armor and magical weapons to take on a really tough creature. Almost all players enjoy an occasional change of pace.



CHAPTER ONE CREATURES



Afanc

ST: 90 **Move/Dodge:** 3/4 **Size:** 40 hexes
DX: 9 **PD/DR:** 3/5 **Weight:** 48 tons
IQ: 3 **Damage:** 4d+2 cut **Origin:** ML (Welsh)
HT: 14/85 **Reach:** C-2 **Habitat:** FW

An afanc, sometimes called addanc, is a giant toothed worm that lives in a lake. (Afanc is pronounced *ah-vahnk*. Addanc: *ah-thahnk*, with "th" voiced, as in "this.") A fully grown one is 20 yards long and two yards in diameter, and of very frightening appearance. It does not appear to have any eyes, but it sees quite well. It rears out of the water quite suddenly, and can attack in the same turn that it surfaces.

It always attacks anyone who approaches its lake. It will rear up so that the first 4 yards of the monster are all in the same two-hex radius. From this position, it can lash out up to 2 hexes in any direction from its front.

The teeth are very sharp, and there are lots of them. The wounds they make are large – anyone taking more than 10 points of damage in a single bite will suffer from blood loss at the rate of 1 HT per minute until first aid stops the bleeding.

Afancs are solitary creatures and may be active at any time.

Rumors: The modern Welsh word for beaver is very similar to afanc, and later legends say that this monster is a giant beaver.

Some say that afancs are invisible and slay with their glance. If true, this is an always-on Invisibility spell (p. 105), with a deadly glance as for the basilisk, cockatrice or catoblepas. In one legend, Parsifal needed a magic stone of Invisibility and See Invisible to overcome the beast.

It is also said that afancs guard treasure at the bottom of their lakes, somewhat as dragons do in their caves. Swords and armor from such a hoard would be useless, of course, unless magically protected from rust. Any lake large enough to harbor an afanc would be quite deep, making treasure reclamation an adventure in itself.

Ahuizotl

ST: 16 **Move/Dodge:** 8/9 **Size:** 1 hex
DX: 16 **PD/DR:** 2/3 **Weight:** 140 lbs.
IQ: 7 **Damage:** 1d cut# **Origin:** ML (Aztec)
HT: 15 **Reach:** C,1 **Habitats:** J, FW

This creature resembles a dog-monkey hybrid with a hand on the end of its long tail. It is an arboreal ambusher, and apparently amphibious as well, as it sometimes attacks from pools. They are active at any time of day or night, and have been known to sneak into homes after dark to carry people off.

Ahuizotl seem to kidnap humans. The ones that live underwater drown them, it's true, but the people that are drawn up into the trees are never heard from again. Bodies, bones or even clothing are never found. No one knows for sure what happens, or why.



They attack from above, over a jungle trail. There are often more than one of them, and a whole party may be attacked simultaneously. See p. B124. Those that live underwater also attack by surprise, the tail-hand coming out and pulling the victim in – Contest of ST.

The usual method is to grapple with the tail and pull the victim up into the trees (or down into the water). The tail has full coordination, and can do anything with its hand that a ST 16, IQ 7 human could do. (Punching damage is 1d-1, crushing.) If the creature uses both tail and hands together, it adds +2 in a Contest of ST. They bite for 1d cutting damage.

Rumors: There may be a “city” of ahuzotls deep in the jungle. Such a city may have stone pyramids for human sacrifices, but the inhabitants live in trees and at the bottom of pools. The kidnapped victims are either offered to a demon, who actually comes down to accept them, or shared in a grisly feast. There is supposed to be a *lot* of treasure there . . .

Aigamuxa

ST: 40-50 **Move/Dodge:** 5/6 **Size:** 1 hex
DX: 12 **PD/DR:** 1/2 **Weight:** 1,000 lbs.
IQ: 6 **Damage:** 5d cr **Origin:** ML (Hottentot)
HT: 12/40 **Reach:** C-2 **Habitat:** J

The aigamuxa is a very large apelike creature. It walks erect on two feet but uses its very long arms to help it move. When fighting, it rears back on its heels and swings with its fists for crushing damage. The arms are so long and flexible it can reach two hexes away – in any direction! It stands about 10 feet high when upright. It can grapple and attempt to choke, which is *very* deadly – don’t get too close!

The aigamuxa has an extra pair of eyes – in its heels! This allows it full 360° vision – it has no “rear” hexes for combat purposes.

Its motives are simple: it eats people, and is always hungry. It is active only during the day, and hunts alone. Nothing is known of its social life – they may live in groups or in pairs or singly.

Al

ST: 40-50 **Move/Dodge:** 7/7* **Size:** 2 hexes
DX: 13 **PD/DR:** 2/4 **Weight:** 900 lbs.
IQ: 3 **Dmg:** 3d+1 imp **Origin:** ML (Armenian)
HT: 14/60 **Reach:** C **Habitat:** FW

The al is a four-legged reptilian horror that dwells in rivers. Active any time, it has brass nails and iron teeth which result in higher than normal damage. It is of very frightening appearance, with large eyes that seem to burn with an inner light, and snakes growing from its head. If Fright Check rules are used, the sudden appearance of an al as it lunges out of a river requires a fright check at -2.

The snakes on its head cannot attack, but they can see. The al swims beneath the river, with a small snake head above the surface acting as a periscope. It looks like an ordinary snake of no great size.

An al will attempt to eat any humans it finds. It moves equally well on land and in water. They are solitary or found in pairs.



Amarok

ST: 35-40 **Move/Dodge:** 9/7 **Size:** 3 hexes
DX: 12 **PD/DR:** 2/2 **Weight:** 1,200 lbs.
IQ: 5 **Damage:** 2d cut **Origin:** ML (Eskimo)
HT: 13/45 **Reach:** C **Habitats:** A, P

An amarok is a giant wolflike monster of the Greenland Eskimos. Much, much bigger than a real wolf, it has longer fur – as well as teeth and claws! An amarok has been known to carry a reindeer in its mouth without needing to drag it! Stories agree that it can best a polar bear.

Amaroks live in mated pairs (though they often hunt singly) and are very devoted to each other. There are stories of hunters having slain an amarok only to be tracked down and slain by its mate, sometimes months later! Amarok young are born in pairs; treat one like a dog or wolf, depending on its age.

Amaroks are active any time, and will attack a small party of humans on sight. It has Night Vision and the Berserk disadvantage – see p. B31. They cannot swim.

Rumor: There is a story of a hero who tamed an amarok and trained it to pull his sled. Use the Animal Training rules, p. B143, if this is possible. Certainly any attempt to train an amarok would be at a penalty, unless perhaps the young ones are biddable.



Ammit



Amikiri

ST: 8 **Move/Dodge:** 8/8# **Size:** 1 hex
DX: 14 **PD/DR:** 4/5 **Weight:** 25 lbs.
IQ: 5 **Damage:** 1d-3 cut* **Origin:** ML (Japan)
HT: 14/6 **Reach:** C **Habitat:** *

The amikiri is a creature about the size of a small dog. From the waist back it is shaped like a snake; its front is somewhat like a lobster with a gull's head. It has only two limbs, both of which have sharp cutting pincers like scissors – they are carried before it like a lobster.

The amikiri either glides on the ground like a snake or flies – its speed on the ground is 4. The skin of its belly contains enough mana to allow it to fly for 1 minute out of every hour. It has no wings.

Known as the Net Cutter, it delights in mischief around the house. It dwells in gutters, drains, eaves, odd spaces in cut-buildings, etc. Any little thing it can do to disrupt the household it will – cut ropes, tip over pails, snip scrolls in pieces, etc.

It is not a bold creature, and will not do its pranks if it thinks it will be noticed. It never attacks a human outright. If cornered, it will fight, but look constantly for a way to flee. It fights with its pincers for 1d-3 cutting damage – it has full coordination and may make two attacks per turn and still defend itself.

An amikiri can also ram an opponent with its sharp beak. It needs to be able to fly to do this. The damage from this attack is 1d-1 impaling, and if the foe successfully dodges, it keeps going its full move, trying to get away.

It is active only during the day, but it wakes at dawn to start its mischief. It is a solitary creature.

Ammit

ST: 80 **Move/Dodge:** 5/4 **Size:** 6 hexes
DX: 12 **PD/DR:** 2/3 **Weight:** 1-2 tons
IQ: 4 **Damage:** 4d cut **Origin:** ML (Egypt)
HT: 16/25 **Reach:** C **Habitat:** FW

A unique Egyptian hybrid creature, the ammit has the body of a hippo, with a lion's paws and mane, and the jaws of a crocodile.

An enemy of man, it is only active at night. In the original myth, it serves the Judge of the underworld, and eats those with too many sins on their souls. As a creature of the wild, it would eat anyone.

It attacks in close combat, using only its jaws. It can move on land or in the water at the same speed, but prefers to stay close to water. It may be found in pairs if the GM desires, but is usually solitary.

Amphisbaena

See p. 103

Ant-lion, Giant

ST: 30 **Move/Dodge:** 5/6 **Size:** 3 hexes
DX: 13 **PD/DR:** 3/3 **Weight:** 300 lbs.
IQ: 3 **Damage:** 1d+2 cut **Origin:** F
HT: 16 **Reach:** C **Habitats:** D, P

This is a solitary insect that lives in deserts, plains, beaches, or anywhere that the soil is loose and sandy. They are active at any time and are always ready to welcome visitors – just drop right in. Their homes are at the base of conical pits which they dig. Having no limbs, the ant-lion digs its pit by spiraling slowly backward, throwing sand out every few feet with a mighty flip of its head.

The pit is a good 20 yards in diameter and 10 deep. Its edge looks like a natural dune unless seen from above – a Naturalist or IQ-5 roll is needed to spot it as an unnatural depression while walking up the outside. (The GM rolls for the party in secret.) If sand is seen flying into the air, it *might* be caused by an ant-lion digging its pit.

When a victim falls over the edge of the pit, though, he quickly realizes something is wrong – he starts sliding out of control! Anyone in an ant-lion pit is at DX-4 every turn to keep from sliding down 2 yards – the slope is 14 yards to the bottom. A successful roll means the potential victim has stopped sliding *in that second*. While stopped, he needs a roll at straight DX to keep from sliding again. Making any of these rolls by 5 or more means he can actually move a yard closer to the top. Failure means he is 2 yards closer to the monster!

A sliding character is at -4 to all DX-based skills. A sliding mage attempting to cast a spell is at -4 unless his skill level is high enough not to need a gesture.

Once the victim is at the bottom of the pit, the ant-lion attacks with its pincerlike jaws for 1d+2 impaling damage. If this attack gets through armor, the ant-lion begins to drink body fluids, doing 1d damage per turn. If the attack doesn't pierce armor, the ant-lion will keep trying. If a victim cannot

be pierced, and doesn't struggle, the ant-lion will decide he's a boulder and throw him out of the pit; a normal-sized man will take 5d-10 damage from the fall.

Anyone trying to fight the ant-lion while in the pit is at -3 for bad footing. If the foe is doing damage to the ant-lion, it will take a turn to kick sand, either onto the fighter, or out from under him. This will result in -4 for bad footing, until the fighter takes a turn to settle his feet a bit.

Being unintelligent, an ant-lion has no treasure. However, once it sucks a victim dry, it flips the husk out of the pit. Lesser scavengers will scatter the remains, but armor and other possessions may be found either lying on the ground (often dozens of yards away) or buried shallowly.

The ant-lion's natural prey is giant ants and other insects. Where there are huge ants, there may also be huge ant-lions, and vice versa.

Apophis

ST: 12# **Move/Dodge:** 5/7 **Size:** 7 hexes
DX: 11 **PD/DR:** 1/2# **Weight:** 500 lbs.
IQ: 6 **Damage:** 1d+2 cut **Origin:** ML (Egypt)
HT: 15/24# **Reach:** C,1 **Habitat:** FW *

In the myths of ancient Egypt, Apophis was a unique, magical crocodilian-snake monster that lived in the underworld. Every night when the sun set and journeyed through the underworld, Apophis (also known as Apep) tried to devour it. Apophis now comes to the world of the PCs . . .

An apophis has a crocodile's head with six snake bodies emerging from it. It only comes at night, when the moon is either obscured by clouds or not in the sky. It first appears in this plane in water, but can come on land at any time. (The speed given above is for land movement – in water it moves 8.)

It seeks out light – to extinguish it and kill those who dare to make it! Apophis has the ability to see in pitch blackness, and it finds light offensive. Its mana organ also creates a sphere of Light-Extinguishing, which is similar to the Darkness spell. All light sources grow dimmer as an apophis comes nearer. It is first noticeable at 20 yards, but when the apophis gets 15 yards away, there is a marked decrease in the light. Candles are only visible from a foot away; torches, lanterns and firelight only illuminate adjacent hexes. The brightest Continual Light spell only reaches ten yards – it cannot be seen beyond that. Even the stars seem to fade away.

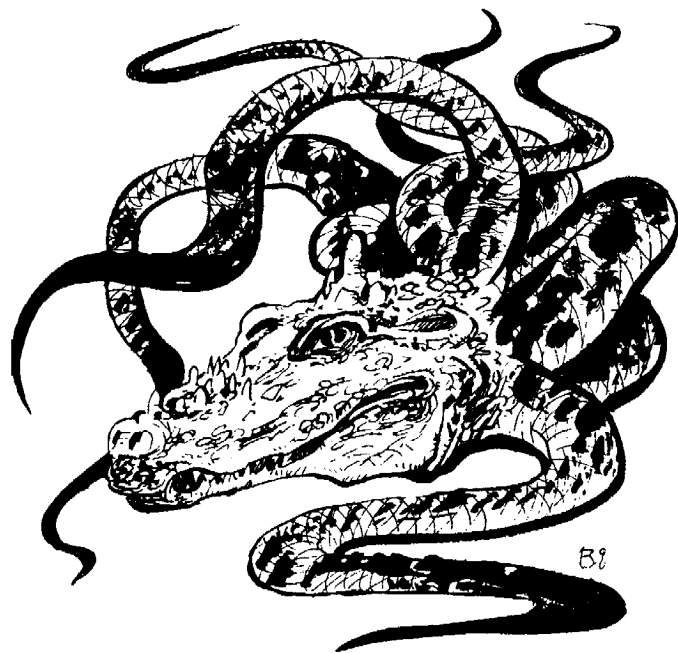
When the apophis closes to ten yards of a light source, it is further reduced. Candles go out; torches, lanterns, and firelight can only be seen a foot away; and the brightest Continual Light is reduced to five yards effectiveness – and even in that range appears no brighter than an ordinary torch. Within five yards of an apophis, all torches, lanterns and campfires go out, while the magical light is visible only in adjacent hexes.

It is impossible to tell from which direction an apophis is approaching, unless it is heard (-4 to Hearing rolls). An exception would be if a party had a number of light-sources, and could observe which dimmed first. Attacks against it follow the rules on p. 105: a fighter is in total darkness. He must make a Hearing-2 roll to have an idea of where the apophis is, and

is then at -10 to hit it! Likewise, a human defends at -4 if he makes a Hearing-2 roll – otherwise he gets *no* active defense. These penalties are also assessed in the quick Contest of DX in any attempt to grapple or avoid a grapple. Spells cast at it are at -5 for not being able to see the subject – see p. M10. Only the Dark Vision spell will enable someone to see the apophis. Directions yelled by such a person nullify the need to make a Hearing-2 roll for those who hear the instructions.

The apophis attacks by grappling with its snake bodies, and then biting with its jaws. It has full coordination with all six snake bodies, but cannot bite in any turn that it grapples. It may grapple a different character in each hex around it in a single turn if desired! *Each* snake body has the listed ST for purposes of breaking free (Contest of ST). If two snakes have grappled the same character, add +2 to the apophis' ST. (The apophis actually has ST 25.)

The head may only attack one foe at a time, regardless of how many it has grappled. It bites for 1d+2 cutting damage. The head has PD 3, DR 4, and the apophis is only killed when either *all six* snake-bodies are cut off, or half of its HT is taken in the head. Six points of cutting damage are needed to cut through a snake body – impaling damage is not doubled.



Since no aimed shots are possible when fighting an opponent that cannot be seen, the GM should roll randomly to determine where the blow landed. Label the snake bodies 1 through 6. Roll one die: if the result is a 1, the attacker hit the crocodile head. Otherwise, roll the die once more to determine which snake-body is hit. Anyone can hit the same snake body over and over (at only -2 to skill for being in close combat) if it is grappling him.

Apophis will eat anyone it manages to kill, then go off to find another fire to put out. Just before the sun rises (or moon, if it is fuller than quarter-phase), it disappears back into the nearest body of water, submerging from sight, and presumably from this plane.



Arctic Mole

ST: 50 **Sp/Dodge:** 3/4 **Size:** 4 hexes
DX: 8 **PD/DR:** 3/2 **Weight:** 1-2 tons
IQ: 3 **Damage:** 2d cut **Origin:** ML (China)
HT: 15/30 **Reach:** C **Habitat:** A

These brown beasts look like great walrus. They tunnel in the ice and tundra. Arctic moles die if the sun hits them, and therefore, they only surface at night. Arctic moles fish and eat a medley of plants and insects in the soil. They attack anyone who molests them. Tribesmen hunt arctic moles for their tusks, which are worth \$100 each.

Aspidochelone

ST: 300+ **Move/Dodge:** 5/0 **Size:** 50+ hexes
DX: 8 **PD/DR:** 4/7 **Weight:** 70+ tons
IQ: 5 **Damage:** * **Origin:** ML (Europe)
HT: 17/300+ **Reach:** C **Habitat:** SW

The aspidochelone is also known as the aspis testudo, or island turtle. It is a gigantic creature that resembles a cross between a whale and a turtle. It looks like an island as it floats lazily along in the sea. The back is hard and grows many types of seaweeds – and even small trees!

Sailors often land on it and walk around, not realizing that they are on a beast. This doesn't bother the aspidochelone, but when they light a fire, it objects. At that point, the beast sinks into the sea, causing great waves and swirls of water – see p. B91, *Swimming*.

The aspidochelone is not malicious in itself, and does not attack people. Indeed, it eats fish – it opens its mouth and fish are attracted to its breath.



Rumor: Some say it is malicious, and does eat people. In this case, the damage would be 30d cutting! There is even a rumor that the aspidochelone is a venomous whale – as if 30d isn't enough damage!

Assassin Bug, Giant

ST: 16 **Move/Dodge:** 9/7# **Size:** 1 hex
DX: 14 **PD/DR:** 2/2 **Weight:** 125 lbs.
IQ: 3 **Damage:** * **Origin:** F
HT: 12 **Reach:** C **Habitats:** F,J,P

An assassin bug is about 3 feet long, and lurks in bushes. Assassin bugs attack on sight, usually gaining surprise – see p. B122.

Their attacks are always at the torso, which they leap onto and grapple – treat as a slam attack. They have a piercing mouth which does 1 die impaling damage. If the bug fails to penetrate by main force on its first attack, it will look for a crevice in the armor. If there are *any* such crevices, there is a 50% chance, each turn, that the bug will find one, making the victim essentially undefended. On the turn after its beak finds flesh, the assassin bug injects a digestive agent into its victim, a type C poison that does 2 dice damage (no roll to hit is needed). It will then wait two seconds and begin to feed, drawing the digested tissue into its stomach (no extra damage).

When attacking it, the close combat rules apply. If it is successfully hit, it will remove the proboscis as it dodges. This does an additional 1 die cutting damage (the proboscis is barbed). A contest of ST (the victim himself would be at -4) is needed to pull the beak out – it still does damage coming out. Once the beak is withdrawn, it will not automatically find the same hole in the armor, and must attack again.

These insects are solitary and nocturnal, sometimes active just before dusk. They fly with a speed of 20, but do not normally attack from the air.

Atdlit

ST: 25 **Move/Dodge:** 6/7 **Size:** 1 hex
DX: 12 **PD/DR:** 2/2 **Weight:** 600 lbs.
IQ: 4 **Damage:** 5d cr* **Origin:** ML (Eskimo)
HT: 12/25 **Reach:** C-2 **Habitats:** A, Sub

Atdlit are dog-headed, humanoid monsters that inhabit caves in arctic areas. Roughly human from the neck down, they have the heads of huskies – minus the nose! They have no sense of smell at all. Atdlit are giants by human standards – 12 feet high on the average. While not intelligent, they do use clubs as weapons – swung at straight DX. Should they drop their clubs, they punch for 2d crushing, or bite for 1d+1 cutting.

They eat people and anything else they can kill. They roam far from their caves to hunt, but drag the bodies home to share with the clan. If a victim should fall unconscious, the atdlit will not administer a coup de grace – they're not smart enough. The prey will be brought home and then either put in cold storage (a cave at about 35°) or torn apart and devoured

immediately if the tribe is hungry. They do not cook their food, and react to fire the way most animals will.

Atdlit do not move well on all fours, so their caves are high-ceilinged and roomy. They *can* negotiate smaller passages, but don't fight well in them.

Atdlit hunt singly, in pairs and in packs of up to 10. They are active any time, and have the Night Vision advantage.

Athol

ST: 8-10 **Move/Dodge:** 14/7# **Size:** 1 hex
DX: 13 **PD/DR:** 2/1 **Weight:** 85-125 lbs.
IQ: 4 **Damage:** 1d-1 cut **Origin:** ML (Indonesia)
HT: 12-14 **Reach:** C **Habitats:** Sub, J

The athol is a man-sized bat. The wingspan is only 12 feet – not enough to allow a normal creature the athol's size to fly. However, the athol stores mana in its wings, aiding it in its flight; the wings are used more to steer than for anything else. The mana is used up at such a slow rate that the athol essentially has unlimited flight.

Athols are nocturnal and fly in groups of up to 20, though 5 to 10 is a more typical number. They live in large caves, from which they venture nightly in search of prey. They will also investigate any noises that they hear inside their caves.

Athols frequently attack humans. Their usual method is to fly directly at the victim and attack the body, though they may aim for the head. The sharp claws on their feet do 1d-1 cutting damage.

A pack of athols will use pack tactics – that is, they will isolate a single individual and attack from all sides. Those in front will take the Wait maneuver, not attacking unless the prey turns its attention elsewhere.

Basilisk – see also Cockatrice

ST: 3 **Move/Dodge:** 4/7 **Size:** 1 hex
DX: 12 **PD/DR:** 1/0 **Weight:** 1-2 lbs.
IQ: 3 **Damage:** * **Origin:** ML (Europe)
HT: 12/4 **Reach:** R **Habitat:** D*

The basilisk is a three-foot long snake with a hideous face and a crest atop its head. It was held by medieval Europeans to be the deadliest creature in existence, creating deserts wherever it went. Thus, it can be found in most habitats, but will turn one square mile of land per day into desert.

According to most legends, the basilisk kills with its gaze or if gazed upon – the only way to view one safely is in a mirror. Basilisks fear weasels (some of which are immune to their gaze) and the crowing of roosters, fleeing from either.

Originally, a cockatrice was considered the same animal. Later, it became a separate creature – a rooster with the tail of a snake. Their death-dealing abilities are identical, however. In this book, the cockatrice is treated as a separate creature solely for Game Masters who prefer not to introduce psionics into their fantasy campaigns. The game mechanics of the deadly glance is handled by psionics for the basilisk, and by magic for the cockatrice.

The basilisk is *very* deadly, not to be lightly introduced into a campaign. It is immune to all spells and kills with a native psionic ability: a modified form of the Telekinetic Attack (p. B172). It possesses this ability at a Power and Skill of 16.

The basilisk must be able to see or touch its victim in order to initiate the attack (exception: people who so much as glimpse it). It does not have to make an IQ roll before attacking, but does have to concentrate for one turn *unless the victim is looking directly at it*. In that case, it does not have to concentrate; its innate homing sense allows *instant* connection to anyone who sees it. The only safe ways to see it are magically or reflected in a mirror. It is also sensitive to psionic probes of any type, and can immediately attack along such a probe without ever seeing the prober!



To make the attack, the basilisk must roll against its Telekinetic Attack skill, modified by -1 for every yard of distance to the target. If the roll is successful, the victim takes 2d+2 damage every second. *No further skill roll is required* unless the basilisk's concentration is broken or the victim leaves its sight. At that point, a new roll is required (at the new range) to keep contact. DR and Toughness offer no protection from this attack, and no defense roll or resistance roll is allowed.

Any attackers are at -2 to hit a basilisk due to its small size, plus an additional -5 for looking in a mirror while attacking, or -10 for attacking with eyes closed.

Rumors: Many legends say that the basilisk is so deadly that its "poison" passes through the weapon that strikes it, killing the wielder! Treat this as a final attack in its dying moment (i.e., after the killing blow), at double damage if the foe fails a HT roll.

Some legends claim that the basilisk is winged – if so, it can fly at speed 10.

It is rumored that the basilisk can kill many people at once. Treat this as "full coordination" with its telekinetic attack!



Big Owl

ST: 100 **Move/Dodge:** 12/7* **Size:** 7 hexes
DX: 13 **PD/DR:** 3/5 **Weight:** 2,000 lbs.
IQ: 8 **Damage:** 5d imp **Origin:** ML (Apache)
HT: 13/80 **Reach:** R, C, 1 **Habitats:** M, D, P



This is a *gigantic* owl, over 30 feet tall. Its eyes are oversized and glow like twin full moons. It is not wise to look at the eyes! A unique monster in Apache legend, it devastated whole tribes before being killed by a hero.

Being an owl, of course, it has the Night Vision advantage. It becomes active at dusk, and retires to its mountain cave by dawn.

This is a truly frightening opponent – it has two magic spells, at level 15, that render it nearly invincible. The first is Panic (p. 107) which it can cast once an hour, over an area of radius 10! Everyone in the affected area must make an IQ roll. Those who fail, or do not make it by as much as Big Owl made its spell roll by, must run away in mindless terror. If trapped, they may take the All-Out Defend maneuver. This condition lasts one minute.

The second spell, once it has reduced the odds a bit, is casts on the closest individual by making eye-contact. This is

a Mastery spell: any character who looks at its eyes must make an IQ roll by more than Big Owl makes its spell roll. Failure means they may not perform *any* action until Big Owl takes its eyes off of them!

To attack Big Owl without looking at its eyes requires a successful Will roll every second that one is able to see its front. The eyes are *very* large and hypnotic, and they are usually the only part of the monster that is clearly visible: they glow brightly. It can cast its Mastery spell up to 6 times per hour, but only once per subject.

Big Owl must eat many victims each night to keep up its strength. It will attempt to paralyze a victim with its gaze, then kill him without taking its eyes off him. It will then move on to the next foe. Big Owl will only feed on the bodies when all possible prey has been caught.

Rumor: As if things weren't bad enough, there is a rumor that only the eyes are vulnerable!

Bird-Bear

ST: 30 **Move/Dodge:** 10/7# **Size:** 3 hexes#
DX: 13 **PD/DR:** 2/2 **Weight:** 1,500 lbs.
IQ: 5 **Damage:** 1d+2 cut* **Origin:** ML (Iceland)
HT: 15/25 **Reach:** C,1 **Habitats:** A, M, P

In Icelandic legend, this nasty creature appears to be mostly bear with birdlike wings and legs. It has both wings *and* forepaws! The head is that of a bear, and it can attack with teeth, forepaws, or talons. The talons do 1d+1 impaling.

It changes color, being white in the winter and brown the rest of the year – it is always at -3 to notice. It is diurnal, and is far too bad-tempered to ever be found more than one at a time. Treat it as a flying bear with an appetite for human flesh! It moves 5 on the ground.

Bloodbeast

ST: 33 **Move/Dodge:** 8/7 **Size:** 1 hex
DX: 14 **PD/DR:** 2/2 **Weight:** 700-800 lbs.
IQ: 4 **Damage:** 2d-1 cut* **Origin:** F
HT: 13/20 **Reach:** C,1 **Habitats:** M, F, S

This creature is greatly feared by adventurers as a natural berserker. A bloodbeast looks like a dog-faced gorilla that stands on two legs, and has one of the worst dispositions in the animal kingdom. A bloodbeast has a natural Magic Resistance of 5 and the unusual ability to sense emotion, particularly bloodlust and anger.

It can sense hostile emotions up to a mile away. This acts as a beacon for the **bloodbeast**, attracting it and triggering its own bloodthirsty behavior. By the time it finds the party, it will be in a berserk rage – see p. B31. It first attacks whoever has been broadcasting the anger or bloodlust, then turns on the rest of the group.

They inhabit mountainous regions, forests and swamps, though some have been found in the ruins of long-dead cities. They are solitary and active any time they sense a bloodthirsty soul. Any sort of mind shield will protect from its sensing abil-



ity, though. The GM's decision on a PC's (or NPC's) blood-thirsty behavior is final.

The bloodbeast favors claw attacks (1-hex reach), but will also attack in close combat with their teeth (2d-1 impaling). They are capable of grappling, and will either bite or choke when they do.

Boar, War

ST: 30-35 **Move/Dodge:** 12/6 **Size:** 2 hexes
DX: 12 **PD/DR:** 1/2 **Weight:** 700-900 lbs.
IQ: 6 **Damage:** 2d-1 cut# **Origin:** F
HT: 15/25-30 **Reach:** C **Habitat:** D

This giant boar is the size of a large pony. It is well-suited to its desert life, having made many of the same adaptations as the camel: long eyelashes, nostrils that can be readily closed, and the ability to store fat and water in its tissues.

It is bad-tempered, but intelligent and quite trainable. It will faithfully serve a trainer who has gained its respect (and him only), defending him to the death if need be. It will allow itself to be ridden, and is used by many desert nomads as a war mount. However, it will not allow itself to be used as a beast of burden.

It can slash with its tusks for 2d-1 cutting damage, or trample for 1 die crushing damage. Treat it as a wild boar (p. B144) in all respects not covered here.

Riding a war boar is covered by the *Mounted Combat* rules on pp. B135-137. There is *no* default from horse or other animal riding for riding a war boar, however. The creatures will not tolerate anyone except the person who trained them.

Bombardier Beetle, Giant

ST: 13-16 **Move/Dodge:** 8/5 **Size:** 2 hexes
DX: 11 **PD/DR:** 3/5 **Weight:** 200-300 lbs.
IQ: 2 **Damage:** * **Origin:** F
HT: 11-13 **Reach:** R **Habitats:** F,J,S,P

The giant bombardier beetle is a gregarious scavenger; as many as six may be encountered at one time. It measures about five feet in length. The bombardier beetle is active at all hours of the day, but dislikes strong sunlight. It eats only carrion, and is not aggressive – it will never attack a living opponent. It does, however, possess a very effective means of defense.

If disturbed, the bombardier beetle will emit a large cloud of poisonous gas. This gas is a type F respiratory poison (p. 103) doing 1d+1 damage per turn. The gas cloud covers an area seven hexes in size, centered on the beetle's rear hex. Anyone breathing the gas must make a roll against HT-6 or take damage. The bombardier beetle is totally immune to its own poison.

Outdoors, the cloud will disperse in 3 turns. In a cave or other enclosed area, the cloud will take 10 or more turns to disperse. The bombardier beetle has six "charges" of gas, and takes two hours to renew each charge.

Boobrie

ST: 35-40 **Move/Dodge:** 16/8# **Size:** 3 hexes
DX: 14 **PD/DR:** 2/1 **Weight:** 200-300 lbs.
IQ: 5 **Damage:** 2d imp **Origin:** ML (Scotland)
HT: 15/25 **Reach:** C,1 **Habitats:** FW,P,M,S

A boobrie is a giant waterfowl resembling a nine-foot tall loon. It is jet black, with a yard-long neck. It lives at the bottom of lakes, however, and flies up to devour cattle, sheep, and those foolish enough to try to defend their livestock. The beak is 18 inches long, slightly curved, and very sharp. Its bellow sounds like a bull's.

The boobrie has claws on its webbed feet, used to carry prey off. Its main attack is with the beak, which does 2d impaling damage. It is active during the mornings, afternoons and evenings, resting both at night and in the heat of the day. They seem to be completely solitary; no one has ever reported seeing two together.

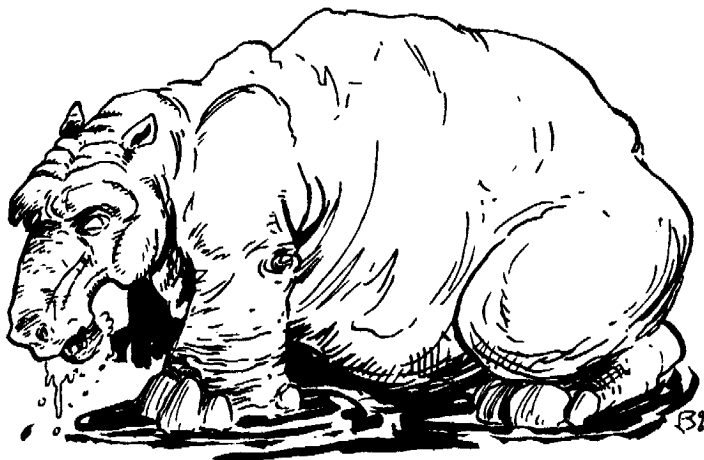
In the water its Move is 8; on land it is only 3.

Bunyip

ST: 30 **Move/Dodge:** 8/6# **Size:** 3 hexes
DX: 11 **PD/DR:** 1/2 **Weight:** 900 lbs.
IQ: 5 **Damage:** 1d+2 cut **Origin:** ML (Aus Abo)
HT: 15 **Reach:** C **Habitat:** FW

The bunyip is an Australian lake monster. It has four legs, an oval body with a head like a horse, and no tail. It is very shy, but will protect its territory if it feels that travelers are evil. Bunyips only live in the remotest areas, far from human habitation.





They are very stealthy, cautious animals, and will carefully watch a group of humans. While not intelligent, a bunyip seems to be able to sense if intruders respect the lake it lives in. Orcs have been known to avoid lakes because of bunyips.

Most PCs will never see a bunyip. Only if they seem to be selfishly harming the flora and fauna of an area will the bunyip charge. It makes an amazingly loud roar for its size – most adventurers will mistake it for a dragon! If the Frigh: Check rules are used, this sound will require a check.

It bites for 1d+2 cutting damage, not using its legs for anything but locomotion. It can travel on shore at a speed of 4.

Rumor: The bunyip can cause floods. This is an overnight phenomenon. Travelers camped near a lake may have a soggy awakening in the middle of the night! No one will drown in the flood if they can move – it rises too slowly. But ink on scrolls will smear (waterproof ink is a modern invention), food will be ruined, armor may rust, etc.

Cactus Cat

ST: 20-25 **Move/Dodge:** 9/8 **Size:** 1-2 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 180-300 lbs.
IQ: 5 **Damage:** 1d+1 cut **Origin:** ML (USA)
HT: 13-18 **Reach:** C,1 **Habitats:** D, M

The cactus cat lives in dry deserts and mountain regions, and resembles a large lynx. It eats cactus, and has evolved a curious pair of claws to procure its food. Each foreleg has a foot-long bony protrusion that resembles a scythe blade. The blades are sharpened all along the edge, and the cactus cat uses them as a machete to cut barrel cacti open, allowing it to scoop out the interior.

While it does not eat people, it often gets a bit tipsy on some of the cacti it feeds on, and it may become belligerent. If it sees anyone while inebriated, it may attack out of sheer exuberance. There is no penalty to any of its attributes, however – if it gets very drunk, it simply goes to sleep!

The cactus cat attacks by slamming, but not with its body! Instead, it passes by the victim, and hits with its blade, doing cutting damage as it runs by. It will run around madly, slicing up as many foes as it can until it takes half its HT in damage – then it runs away. It does not attack to kill, but just for the

sport of it. A cactus cat can leap up to slice at the body (-1 to DX) or go for the legs at no penalty. There is no penalty to hit the body of a Halfling, Dwarf or similar character.

Each attack is treated as a Quick Contest of DX. If the cat wins, it does 1d+1 cutting damage to its foe. No Contest of ST is needed – a victim only falls if he takes ½ his HT in a single blow and fails a HT roll. Fighters who choose the Wait maneuver may swing at the cat as it runs by, but otherwise it is smart enough to keep a healthy distance except on its own terms!

Cactus cats are not very common, and are usually found singly, active evenings, nights, and mornings. Sometimes they gather together, though – one prospector reported a “convention” of them, apparently sampling some potent cacti, as they chased him all night long!

Calchona

ST: 12-15 **Move/Dodge:** 9/6 **Size:** 2 hexes
DX: 12 **PD/DR:** 1/2 **Weight:** 150-250 lbs.
IQ: 5 **Damage:** 1d-1 cut **Origin:** ML (SAI)
HT: 12-14 **Reach:** C **Habitat:** M

The calchona is a large canine creature, covered in thick reddish-gray wool, with a beard like a billy-goat's, but longer. It is solitary and nocturnal, cunning and malicious, and can be



more than a minor nuisance to travelers. It will not attack them directly; it prefers to steal their food while they sleep. If angered, however, it will fight viciously (it has a terrible temper), biting in close combat for 1d-1 cutting damage.

If it encounters a party passing through its territory, a calchona will follow them until they make camp. After they have bedded down for the night, it will sneak into their camp (Stealth skill 16), and make off with the first backpack that it finds.

Once away from the camp, it will rip open the pack in search of food. If it finds no food, it will return for another pack. If totally thwarted, it will spitefully attempt to drive off the party's mounts. It is exceedingly cagey; give it a "craftiness" level of 12 for spotting traps and throwing off pursuit.

Campchurch

ST: 32-40 **Move/Dodge:** 12/6# **Size:** 3 hexes
DX: 9 **PD/DR:** 0/0 **Weight:** ½-1 ton
IQ: 6 **Damage:** 2d imp# **Origin:** ML (Europe)
HT: 13-16 **Reach:** C **Habitat:** SW

The campchurch is a sea-unicorn, resembling a hippocampus (see *Makara, Horse*, p. 43) with a single long horn in its forehead.

It has the same characteristics as the hippocampus, but can attack with the horn in a ramming attack doing 2d impaling damage. It bites for 1d crushing damage, if need be.

The campchurch has been known to befriend humans in need, though there are also stories of it attacking small boats. The GM may decide which story is true, or make a reaction roll for an individual creature, based on the way the party treats it.

Capricorn

See *Makara, Goat*, p. 43.

Catoblepas

ST: 30-40 **Move/Dodge:** 9/5 **Size:** 3 hexes
DX: 10 **PD/DR:** 3/3 **Wt:** 1,000-1,200 lbs.
IQ: 4 **Damage:** * **Origin:** ML (Europe)
HT: 13/16-20 **Reach:** R **Habitats:** S,J,FW

The catoblepas is somewhat smaller than a cow, with an oversized head, a large mane and a scaled body. It spends most of its time with its nose to the ground, rooting for food. Its heavy mane hangs down in front of its eyes, so it will seldom see approaching people or predators. However, its hearing is acute (16 or less), so it will usually have some warning of impending attack.

It is diurnal and solitary, although mated pairs will sometimes forage together. It is seldom found in the open, preferring to feed among the reeds and bushes. As a result, one tends to come upon a catoblepas suddenly and unexpectedly.

It does not go out of its way to attack people, but resents being disturbed in its feeding. It has a nasty way of showing its displeasure; it has the ability to cast a modified Dehydrate

spell (p. 106) at a Skill Level of 18. This spell removes water from the victim's tissues, causing damage or death. The entire body is affected; armor does not protect, nor does Toughness.

The catoblepas must be able to see its target, and can affect only a single victim at a time. It must concentrate for one turn before casting the spell, and has a -1 penalty to its skill for every hex of distance to the target.

The spell is resisted by HT. If the resistance roll is failed, the victim takes damage; either 2d-2 (costing the catoblepas 1 fatigue), or 3d-3 (2 fatigue).

As soon as it becomes aware of an approaching party or predator, a catoblepas will raise its head, flipping its mane out of its eyes. This takes one turn. If it decides to attack, it must then concentrate for one turn, staring at its prospective victim. If menaced by more than one attacker, it will shift its gaze from target to target (concentrating every other turn) until the victims are dead or have fled. It won't attack a fleeing target, only wanting to root in peace.

The gaze is its only form of attack. Not a particularly brave beast, it will flee if it takes 25% of its hit points in wounds.

Caustigus

ST: 15 **Move/Dodge:** 4/4 **Size:** 1 hex#
DX: 14 **PD/DR:** 2/2 **Weight:** 200 lbs.
IQ: 10 **Damage:** * **Origin:** F (Yrth)
HT: 16 **Reach:** C-2 **Habitat:** S

The caustigus is an intelligent and hostile creature. It lives in acid swamps, to which it is immune. This acidic liquid will do damage to humans, anywhere from 1 hit per second to 1 hit every 5 seconds of contact, depending on the particular area and game-world.

The caustigus is a water-breather, but can surface for up to ten minutes at a time. It vaguely resembles a four-armed human crossed with a tree stump. The arms are long and can reach up to two hexes in any direction.

It attacks with surprise from under the water by grappling a victim – it must win a quick Contest of DX to grapple successfully. It has full coordination for all four limbs at a time – up to two will attack a single foe. The next turn, it attempts to pull the victim(s) into the acidic water. If it wins a quick Contest of ST, its opponent is pulled one hex toward the water. It is at +3 in the Contest of ST for each additional arm beyond the first one. If two victims are in the same or adjacent hexes, they can add their ST into a single number, rolling once! The caustigus, being an intelligent creature, will usually seek to avoid this.

Anyone dragged into the water takes acid damage as determined by the GM. Toughness protects only for the number of seconds equal to its level. Armor does not protect at all. The caustigus has no bite or similar attack; it holds its foes underwater until drowning or acid damage kills them, and then begins to feed.

The acid will also damage armor. For each 2 seconds of full contact, permanently subtract one PD and one DR (reduce this for less potent acid).



Damage to the caustigus' arms regenerates at a rate of 1 point per arm per second! If the arm is completely severed (8 points of damage), however, it will not grow back. Damage to the trunk likewise regenerates, but damage to the head does not.

The caustigus will not fight to the death. If it feels it is in danger, it will vanish beneath the water, releasing anyone it is grasping to escape quickly.

Its eyes are very sensitive, and it does not like bright light (it has the Night Vision advantage). For each torch within six hexes of it, it is at DX-1. A Flash or fireball would make it flee immediately. The swamps it inhabits are very dark – there are lots of dead trees covered with living parasites that have adapted to the acidic environment.

The caustigus is solitary, active anytime but a few hours before and after midday.

Ccoa

ST: 6	Move/Dodge: 10/8	Size: <1 hex
DX: 14	PD/DR: 0/0	Weight: 30 lbs.
IQ: 15	Damage: *	Origin: ML (S.A.I.)
HT: 16/7	Reach: R,C	Habitat: M*

A ccoa is a magical cat of the Andes. It looks like a very large house cat, about 18 inches high at the shoulder, and its eyes glow eerily. It is arrogant, autocratic and unforgiving in its attitude towards humans; it expects food and respect, not excuses.

The ccoa cannot speak, but there is no doubt it is intelligent. It can understand speech and its silent communication skills are masterful – Gesture at level 20. Its eyes are its mana organs, which contain an enormous amount of mana – unlimited, for all practical purposes!

It is active at anytime, and very solitary. It is always seen coming down from a mountain, but there is only a rumor: that anyone has ever seen its home – see below. It collects crops as tribute from the local farmers – it eats vegetable crops, though no one knows why it needs *so much* food! No one knows how it takes the food, either – it just comes around, with a small sack on its back, and whole fields worth of food disappear.

It knows all Elemental spells at level 21. (See pp. B156-160, and pp. M28-38.) It has been accused of causing hail, windstorms, lightning, earthquakes, volcanoes, flooding rains – and it fully admits it has done these things, with a smile and nod and a delicate pointing of the tail toward its empty food sack. This is what happens when people do not give it what it deserves . . .

The ccoa also has the unusual ability to grant Magery to people! Those not born mages who desire power abase themselves at the ccoa's feet and promise it service. It rewards them with Magery 1. Those who continue serving the ccoa and use their powers to feed its ego and grain bins are paid with further levels of Magery. The ccoa can revoke this privilege at any time, however, so such mages don't dare to rebel against their master. Should the ccoa die, though, the Magery that it has granted will become permanent. Thus, a party might be hired by a ccoa's "servants" to destroy it!

In combat, it uses any Elemental spell at level 21 (half time to cast). It can throw Missile spells at DX. It usually lets its servants, including mages, fight for it.

Rumors: The ccoa is rumored to be a mere servant of mountain spirits or demons – anyone attacking it might have to deal with *them*!

Some say it has a fortress built high on a mountain, with a well-worn trail beaten to its door by those who have visited it to deliver produce. It has servants to handle its household affairs, though it seems to have an uncanny ability to know what is going on in its house at all times. It *may* deign to receive visitors, if brought a gift. A *real* gift, not that petty little magic knife that just disappeared into its treasury. Oh, a magic sword, too – ah! That's better! Thank you, come in . . .

It is also rumored that the ccoa can shapeshift into human form for an hour a day.

Cerastes

ST: 16	Move/Dodge: 4/8	Size: 3 hexes
DX: 14	PD/DR: 1/1	Weight: 100 lbs.
IQ: 4	Damage: 1d+1 cr#	Origin: ML (Europe)
HT: 14	Reach: C,1*	Habitats: D, P

This large horned serpent is a skilled ambusher. Nearly 10 feet long, it has four horns, two of which look like edible morsels to most medium or small animals – including adventurers' dogs! The cerastes lies under sand or loose dirt and protrudes its bait-horns. It then attacks any animals that approach. It will also attack any human that approaches, though only the hungriest would be attracted by the bait! But it does wait alongside trails, and people are likely to come by.



The initial lunge from under the earth allows surprise (see B122) unless the horns are seen. Make a Vision roll to do this, unless a dog has already noticed them (in which case it may be too late). Make a Naturalist-4 roll to *identify* the horns.

The cerastes is very flexible – treat *all* adjacent hexes as front hexes, even those to the rear of its last hex! It can strike one hex away from any of its hexes in any turn. It rams with its blunt horns for 1d+1 crushing damage, or bites for a single hit of damage, but injects a type F venom for 2d damage. The bite will penetrate DR 4!

They are solitary creatures, and may be active any time.

Cerberus

ST: 26 **Move/Dodge:** 9/7 **Size:** 2 hexes
DX: 12 **PD/DR:** 3/4 **Weight:** 300 lbs.
IQ: 5 **Damage:** 1d+2 imp# **Origin:** MI. (Greek)
HT: 14/25 **Reach:** C,1 **Habitat:** *

Cerberus is a unique three-headed dog with armored scales and a dragon's tail. It is well-known as the guardian of hell; it lets spirits in, but none out. All around its neck are small serpent heads, which are not venomous.

Heracles wrestled Cerberus and brought him out of Hades at one point, without using any weapons. He was bitten terribly by the snake heads, but, as was his wont, continued on with his task.

Cerberus may be used as a guard dog by any NPC, or even as a wild animal – or pack of animals – if the GM desires. In the service of a master, it would be very loyal. In the wild, it would live in any land habitat, and be active at any time. Any attempt to deal with the unique Cerberus would be at a -4 to Animal Handling rolls. If there is a wild species of “cerberus” creatures, they would still be at a -2.

Each head has full coordination, being able to bite into any front hex each turn. All three may attack a single foe only if he is in the hex directly in front of Cerberus. Each head does 1d+2 impaling damage. The snake heads do 1d-4 crushing damage, and can only attack in close combat. Assume that there are many – the number is never given – but that only four can attack a given character in any one turn.

Rumor: There are tales of Cerberus letting heroes by because they fed it. This would have to be either magical food or a *lot* of it, however – Cerberus is a *big* dog, and each head wants something! Whether the dog's friendly reaction is due to gratitude or simple satiation is not known.

Charadrius

ST: 4 **Move/Dodge:** 14/6 **Size:** 1 hex
DX: 12 **PD/DR:** 0/0 **Weight:** 30 lbs.
IQ: 5 **Damage:** – **Origin:** ML (Europe)
HT: 14/3 **Reach:** – **Habitats:** S,P,F

The charadrius is a magical bird with powers to cure disease. It is very rare, and pure white when healthy. Also called a caladrius, it is the size of a heron, with a curved, hooked beak. It is found in clean marshes and other wetlands.



If a charadrius is brought before a sick person and turns its head away, that person will die from the disease he suffering from. However, if the bird looks at the sick individual, the charadrius will begin to turn gray, but the patient's color will begin to look healthier. The charadrius is taking on the disease of the invalid, and when it is fully taken on, the patient is cured. The charadrius must then fly off high into the air, and let the sun purify it.

This magic curing ability works with any natural or magically induced disease. It does not help with wounds at all, but will cure any secondary infection from such injuries. Likewise, it can do nothing against poison. The only HT it restores is that lost by disease. It is the GM's decision whether or not the charadrius can cure diseases of divine or demonic origin.

They never attack people, and cannot be tamed. They can be kept in cages, but will die if they cure someone and are not allowed to fly high into the sunlight. They will not come back, but will seek out a remote swamp.

Merchants demand that a charadrius be bought sight unseen – should the charadrius look at a sick person while in the shop, the patient will be cured and the charadrius will either die or have to be freed! Retail value of the bird is always at least \$1,000, and often much more.

Rumors: Some say the charadrius will cure only royalty.

Others say that the bird always dies after healing the patient.

Pliny says it is only effective against liver disease.





Chemosit

ST: 30-35 **Move/Dodge:** 9/6 **Size:** 2 hexes
DX: 15 **PD/DR:** 1/1 **Weight:** 150-250 lbs.
IQ: 5 **Damage:** 2d-1 cut **Origin:** ML (Africa)
HT: 15/20-25 **Reach:** C **Habitat:** J

The chemosit combines the hindquarters of a hyena with the arms and head of an ape. It also has the wicked claws, powerful jaws and sharp teeth of the hyena, and is monstrously strong for its size. It is totally inimical to humans and specializes in attacks to the brain (-7 to hit). Apparently it considers brains a delicacy and wishes to get right to the main course.

Chemosits are nocturnal and (fortunately) solitary. They are at home in the trees, despite their hyenalike hind feet, and will ambush from above whenever possible. They are known to steal into villages at night, making off with a new victim each evening. Entire villages have been abandoned due to a chemosit terrorizing the area.

The chemosit attacks in close combat by biting and clawing for 2d-1 cutting damage.

Chiang-liang

ST: 13-16 **Move/Dodge:** 10/6 **Size:** 2 hexes
DX: 13 **PD/DR:** 1/1 **Weight:** 200-300 lbs.
IQ: 4 **Damage:** * **Origin:** ML (China)
HT: 12-14 **Reach:** C **Habitat:** J

The chiang-liang is a bizarre creature with the head and body of a small tiger, four long hoofed legs, and a poisonous snake between its teeth. It is nocturnal, usually hunting in pairs.

It loves human flesh, and has a particularly nasty form of attack. It will bite a limb in close combat, preferably one without metal armor, and hold on (Contest of ST to break free). The following turn, it will bite the limb with its snake head (no roll to hit required). If attacked, it will let go to defend itself. Otherwise, it will continue to grapple until the venom takes effect. The actual bite to grapple does 1d-1 cutting damage; the venom is Type D (p. 102).

Chimera

ST: 40 **Move/Dodge:** 10/7 **Size:** 2 hexes
DX: 14 **PD/DR:** 1/2 **Wt:** 1,600-2,000 lbs.
IQ: 5 **Damage:** 2d+1 cut **Origin:** ML (Greek)
HT: 15/28-35 **Reach:** R,C,1 **Habitats:** M,S,F,D

The chimera is a fierce and hostile creature; in the original Greek myth, it was unique. It has the head and body of a lion, with a goat's head rising out of its back, and a snake for a tail.

It attacks on sight, fighting to the death, and eating anything it conquers. It will not become stunned or unconscious from head blows unless *each* head has taken the necessary number of hits.

The chimera can bite and claw in close combat for 2d+1 cutting damage. In addition, the lion head can breathe flame like a dragon. The breath has a 2-hex range, does 1d+1 damage and costs it 5 fatigue points. The breath hits automatically (but cannot fire through one figure to hit another); the only defense is to Block, or Dodge and Retreat. (See *Flame*, p. B129.)

The snake head can strike into any back hex, injecting a Type A venom (p. 102) for 2 dice damage. The goat head will spout insults throughout the combat, but isn't much good for anything else.

Chnoubis

ST: 30-35 **Move/Dodge:** 4/8 **Size:** 8 hexes
DX: 14 **PD/DR:** 2/2 **Weight:** 300-400 lbs.
IQ: 5 **Damage:** 2d-1 cut# **Origin:** ML (Egypt)
HT: 14/25-30 **Reach:** C **Habitats:** D,M,P

The chnoubis is an eight-yard-long animal, the last seven hexes being that of a large constricting snake. The front hex is the chest, forepaws and head of a lion. It has only two legs, but it can strike freely with either for powerful blows. The mane of the lion's head glows brilliantly, and is difficult to look at directly (-3 to all DX-based skills for anyone attacking the first two hexes, -2 for attacking the rest of the chnoubis).

The chnoubis is nocturnal and solitary. It eats people, and usually attacks with the paws and teeth for 2d-1 cutting damage. However, it may constrict with the snake part of its body for 1d crushing, starting the turn after it has successfully grappled a victim (Quick Contest of DX). The snake half and lion half have full coordination, once a victim is grappled - it may attack one foe with its claws or teeth while squeezing another!



Chonchon

ST: 16 **Move/Dodge:** 12/6 **Size:** 1 hex
DX: 12 **PD/DR:** 2/1-2* **Weight:** 30 lbs.
IQ: 4 **Damage:** 1d cut **Origin:** ML (SAI)
HT: 14 **Reach:** C **Habitat:** *

Chonchones are flying heads with huge flapping ears, each the size of the head. The heads are roughly human, but distorted hideously. No Fright Check is needed when first encountering them, however: they are invisible! They are vampiric in habit, attacking people for their blood. They have mana organs in their ears, enabling them to fly all night without being seen. They are not active in the day.



No one knows where chonchones come from – their habitats have never been found. Most people believe they are of demonic origin, even though they don't seem capable of any magic beyond flight and invisibility, and take normal damage from weapons when hit.

Chonchones can be seen only with the See Invisible (p. M50) or Sound Vision (p. M70) spells (and then a Fright Check is required, at -2). Others are at -6 to hit them; see p. 105. Anyone with normal hearing can always hear them, as their ears make a loud "swish, swish" as they fly.

They attack anywhere on the body, and three or four of them will attack a single foe at once. They will attempt to bite a foe to unconsciousness, then feed on his blood until he dies. Each one can drain 1 HT in 5 seconds from a downed victim.

No aimed shots are possible when a target can't be seen, of course, so the GM should roll one die to determine where the blow lands:

- 1, 2 – Left ear
- 3, 4 – Head
- 5, 6 – Right ear

The ears have DR 1, the head DR 2. Damage of half of its HT in one blow to an ear sends the chonchon flapping out of control to the ground, where it will flutter 1 yard per hex to bite ankles (no penalty for attacking the leg or foot). Half its HT in damage to the head in one blow renders it unconscious.

Dead chonchones will become visible in 12 hours.

Rumor: Some say that chonchones are wizards. They know a spell that lets the head separate from the body and turn

into a chonchon to fly about and do mischief. If the body is killed while headless, the wizard remains a chonchon forever! It is not known whether the spell *forces* the user to become a blood-drinker.

Others say that the chonchones are not mages themselves, but servants of a wizard, who will destroy their bodies if they disobey him.

Cockatrice (see also Basilisk)

ST: 3 **Move/Dodge:** 4/7# **Size:** 1 hex
DX: 12 **PD/DR:** 1/0 **Weight:** 1-2 lbs.
IQ: 3 **Damage:** * **Origin:** ML (Eur.)
HT: 12/4 **Reach:** R **Habitat:** D*

The cockatrice is one of the most deadly creatures in any bestiary. It is sometimes known as the basilisk (see p. 11); they are given separate treatment to allow for different death-dealing game mechanics. The cockatrice resembles a rooster with a long snakelike tail. Like the basilisk, it creates deserts wherever it goes. Its rooster wings enable it to fly short distances (20 yards) at speed 7.

According to legend, anyone looking at a cockatrice is poisoned, as is anyone the cockatrice looks at. It is the most venomous animal on earth.

The cockatrice makes a slithering sound as it moves, and plants within ten yards begin to wilt wherever it goes. That's all the warning anyone gets that they shouldn't look in a certain direction! The plants will recover if the cockatrice is killed within an hour – otherwise they die.



When anyone *within 20 yards* of a cockatrice looks at it, he is immediately stricken by a type C poison for 3d damage – see p. 102. The poison is magically transmitted – there is no active defense – but there is a resistance roll, as described under *venom*.

This is also true for anyone the cockatrice looks at. To sneak up on it is a Contest of Stealth vs. its hearing of 1<. The cockatrice does not need to concentrate; it has an automatic ability.

A fighter who charges the cockatrice, staying on his feet through the first onslaught of poison, is subjected to a *second* dose of it when he comes within ten yards of the creature. A new HT roll is needed to counteract this bout of venom.

Arrows fired at the cockatrice from 20 yards or more only do half damage – the poison diminishes their force!

The cockatrice can only poison an individual twice (possible exception: see *Rumor*). Should someone survive two poisonings to attack it, it will then fly at the face of the individual, doing 1d-4 impaling damage with its talons. It will be so infuriated that it will All-out Attack, taking the +4 to hit. If it wounds anyone with its claws, they will be infected with a type F venom for 1d additional damage – see p. 103. All penalties to attributes from repeated dosages of poisons are cumulative!

Rumor: Many legends say that the cockatrice is so deadly that its poison passes through the weapon that strikes it, killing the wielder! Treat this as a final venomous attack in its dying moment (i.e., after the killing blow).

Crab, Giant

ST: 18-24 **Move/Dodge:** 3/5 **Size:** 7 hexes
DX: 11 **PD/DR:** 3/4 **Weight:** 1+ ton
IQ: 3 **Damage:** * **Origin:** F
HT: 14-17 **Reach:** C,1 **Habitat:** SW

Giant crabs are common to tropical waters, where they burrow in the soft mud of the ocean floor. While often found in the shallows near sandy beaches, most species never leave the water – they cannot support their own weight on land.

These monsters are indiscriminate eaters, feeding on anything they can find or catch – seaweed, carrion, fish, and even humans. They are solitary by nature – but if one is encountered, odds are that others will be nearby.

Giant crabs have one large claw used for fighting and crushing, and a second smaller claw used for tearing food and conveying it to the mouth. The large claw has ST 15 and does 1d+2 crushing damage; the smaller claw has ST 10 and does 1d cutting damage. Both pincers have a reach of 1. Its mandibles are weak and do no damage; the crab must tear its prey apart with its claw before it can feed.

The crab will attack with its large claw. If this attack is successful, the victim is grappled until he can break free (Contest of ST). On the following turn, the crab will begin tearing at the prey with the smaller claw until the victim is dead, at which point the crab will begin to feed.

The crab will attack only one victim at a time. If it is under attack itself, it will scuttle away with its victim in its

large claw, using the smaller claw to defend itself. Once it has reached a secluded location, it will finish off its victim.

Occasionally, a giant crab will be encountered that *can* leave the water. Fortunately, such creatures are rare.

Crocotta

ST: 13-16 **Move/Dodge:** 9/6 **Size:** 1 hex
DX: 12 **PD/DR:** 1/1 **Weight:** 150-200 lbs.
IQ: 5 **Damage:** 1d-1 cut **Origin:** ML (Europe)
HT: 11-13 **Reach:** C **Habitats:** P,J,M,F

The crocotta is a cross between a wolf, a dog and a hyena. It is roughly the size of a wolf, quite fierce, and has exceptionally strong jaws. It is a diurnal pack animal, traveling in groups of five to fifteen.

A crocotta will attack humans on sight, but will give up eventually if its victims prove to be too strong. In attacking, it does not use its claws, but bites in close combat for 1d-1 cutting damage instead.

Cushna

ST: 30-35 **Move/Dodge:** 8/0 **Size:** 2 hexes
DX: 10 **PD/DR:** 1/1 **Weight:** 250-300 lbs.
IQ: 4 **Damage:** 2d-1 cut# **Origin:** ML (India)
HT: 10/25 **Reach:** R,C **Habitats:** P,F,J

Cushnas are monster dogs that breathe fire, devour people, and generally cause devastation wherever they go. All have rabies, hence their low DX and HT. Being mad, they may be controlled or influenced only at a -8 to Animal skills.

Anyone bitten must make a HT-3 roll or contract rabies (the GM rolls in secret for each *bite*). The Cure Disease spell (p. M45) and Aesculapius elixir (p. M90) will cure rabies, but there is no other cure in any era before TL5. At that point, a painful and lengthy system of 22 daily injections was introduced. This cure is 95 percent effective if begun within three



days of being bitten. Much quicker and less painful cures for rabies are readily available, beginning at TL8.

(If a victim fails the HT-3 roll, and does not get treatment within three weeks, begin rolling against basic HT at that time. Roll once per week for the rest of his life. A failed roll means the onset of the final stage of the disease: physical and mental deterioration and agony. Roll vs. HT-3 daily at that point – failure is death. There is no cure once the symptoms appear, unless the GM wishes to be very kind and allow a Cure Disease spell to work. For more information, any good encyclopedia has an article on rabies.)

Cushnas breathe fire as for dragons (see p. 85), at a range of 2 hexes and a cost of 2 fatigue per breath. Flame damage is 1d+2. Since they are not quite sane, however (rabid animals are Berserk as per p. B31, except that at negative HT they automatically collapse), they only use fire when they first encounter a foe, or are too crippled to get up and attack. Otherwise they make an all-out attack every round, trying to bite twice. Cushnas bite for 2d-1 cutting.

They are extremely prolific, and are found in packs of up to 25 – all rabid. Their own rabies cannot be cured but does not kill them. They are active and about only during the day.

Dajoji

ST: 40 **Move/Dodge:** 20/10#**Size:** 3 hexes
DX: 14 **PD/DR:** 2/3 **Weight:** 800-1,000 lbs.
IQ: 12 **Damage:** 2d+2 cut **Origin:** ML (Iroquois)
HT: 14/35 **Reach:** C,1 **Habitat:** *

Dajoji is a large, flying, unique, magical cougar. It lives in the sky, to the West, and comes to the lands of men when there are troubled times. On the ground it has a Move of 10 and Dodge of 8.

No one knows whether the dajoji is an evil or good animal. It seems drawn to the earth when war is in the air, but does not join one side or the other. It swoops down on small war parties of all sides, attacking with abandon. Yet there are stories that it won't really attack people who are truly good . . .

Dajoji knows all the Air and Water college spells at level 15, and casts them like a mage. (These are found on pp. B157-160 and M30-38.) It loves to create storms and lightning at its foes. It attacks either with magic or by simply swooping down and clawing at 1-hex reach. It also lands on victims, and bites the neck in close combat.

This creature is active any time when it is in the lands of men, but is not likely to be encountered during times of peace.

Delgeth

ST: 36 **Move/Dodge:** 18/10 **Size:** 4 hexes
DX: 13 **PD/DR:** 2/2 **Weight:** 1,200 lbs.
IQ: 4 **Damage:** 2d cut# **Origin:** ML (NAI)
HT: 18 **Reach:** C **Habitats:** P, M

The delgeth is a unique North American Indian monster: a carnivorous antelope of gigantic size. It attacks humans on sight, considering them to be a delicacy.

It can ram for 2d+2 crushing damage – treat this as a straight slam attack, the victim taking damage if hit. It then proceeds to trample the victim for 1d+1 crushing or bite for 2d cutting with its carnivore's teeth.

Dingonek

ST: 44-52 **Move/Dodge:** 7/6# **Size:** 4-5 hexes
DX: 12 **PD/DR:** 3/5 **Weight:** 1-1½ tons
IQ: 3 **Damage:** 2d+2 imp# **Origin:** ML (Africa)
HT: 15/30-35 **Reach:** C# **Habitat:** FW

The dingonek is a 15-foot-long monster with the head of an earless sabertoothed tiger. The body is scaled like an armadillo's (though spotted like a leopard's), and the tail and feet resemble a crocodile's. It is utterly fearless, always hungry and attacks on sight, rushing at any prey that enters the water. It has been known to chase hippos and even crocodiles from its habitat.

It lives in rivers and lakes, and is quite slow on land (Speed 2). It is a solitary animal, active both day and night. It attacks by biting in close combat for 2d+2 impaling damage. It can also tail-strike into any back hex for the same effect as a dragon (p. 85).

Djun

ST: 40-50 **Move/Dodge:** 5/8 **Size:** 4 hexes
DX: 15 **PD/DR:** 2/2 **Weight:** 1 ton
IQ: 4 **Damage:** 2d+2 **Origin:** ML (Africa)
HT: 14/35-40 **Reach:** C-10# **Habitat:** FW

The djun is a river-dwelling monster, resembling a giant chameleon. It never leaves the water, and uses its tongue to capture prey from a surprisingly long range. It is active only during the day, and is solitary, though there may be one every quarter-mile or so over the length of a river.

It attacks solely with its flexible, sticky tongue. It stealthily raises its head from the water (skill 14), spots its prey, and shoots its tongue up to 10 yards to grapple a victim. This is a quick Contest of DX, with the target at -4 if he didn't see or hear the djun – or automatically grappled if his back is turned.

The djun then attempts to pull its prey toward its mouth with a Contest of ST – the djun has ST 15 with its tongue. For every point its opponent loses the Contest by, the djun pulls it one yard closer to it. If its foe wins the Contest of ST, he breaks free and the tongue snaps back.

Anyone grappled by the tongue cannot draw a weapon – his hands are held to his sides. Anyone else attempting to attack the tongue may do so, but it is *very* sticky. A ST-2 roll is needed to pull a weapon off the tongue if it doesn't cleave right through it! The tongue is very thick and muscular – it takes 8 hits of cutting damage to cut through it. Impaling damage is not doubled, and crushing or impaling damage beyond 8 hits to the tongue has no effect.

If the victim be drawn to the mouth, he is held there with the djun's full ST as it bites every turn for 2d+2 cutting damage. No roll to hit is necessary once its prey is in its mouth.



Dread Stalker

ST: 22 **Move/Dodge:** 8/7 **Size:** 1 hex
DX: 13 **PD/DR:** 1/1 **Weight:** 250 lbs.
IQ: 4 **Damage:** 1d+1 cut **Origin:** F
HT: 16 **Reach:** C **Habitat:** Sub

The dread stalker is dreadful indeed: its mana organ (the pituitary gland) allows it to become invisible (p. 106). It is only slightly larger than a wolf, but when one can't see one's opponent, any size is frightening. It loses its invisibility when unconscious, and resembles a small, dun-colored hyena with almost reptilian features.

It will stalk a party in caves and tunnels for a chance to catch a lone straggler – even though it's invisible, it is not very brave. The dread stalker attacks in close combat by biting and clawing for 1d+1 cutting damage. They are usually solitary, but are sometimes found in pairs. They will not attack a large party outright, but may attack a group of two or three. They are active at any time.

See p. 105 for rules on invisibility. Basically, a character must make a Hearing-2 roll to have an idea which hex the creature is in, *then* rolls at -6 to hit! Defending against the Dread Stalker is at -4 if a Hearing-2 roll is made – otherwise, there is no active defense!

A blow to the head doing ½ HT or more destroys the mana organ. In addition to whatever other effects are rolled, this renders the creature visible.

Dundubhis

ST: 200 **Move/Dodge:** 7/0# **Size:** 10 hexes
DX: 9 **PD/DR:** 3/4 **Weight:** 4 tons
IQ: 4 **Damage:** 2d+1 cr# **Origin:** ML (India)
HT: 15/80 **Reach:** C **Habitats:** J,P,S

The dundubhis is a unique giant water buffalo with magical powers. It is one of the enemies of the gods in the *Ramayana*, though it has only bestial intelligence.



Its horns are sharpened and its bellow is deafening. It has the same nasty temper as the Cape buffalo – only worse! It is quite large, standing 12 feet at the shoulder.

It can charge for 6d+2 impaling damage with its horns! This is a slam attack, and the dundubhis is at +2 to hit due to its size. It will then trample enemies for 2d+1 crushing damage. It All-out Attacks every turn that it can, taking the +4 to hit – it never bothers to dodge any attack, anyway.

Its bellow is deafening and can magically induce fear in victims. Treat this as the Fear spell (p. 106), cast at skill 15. Anyone within 10 yards of the dundubhis must also make a HT roll or be deafened for one hour. (Roll vs. HT each hour to recover the sense of hearing.) The dundubhis can repeat its bellow every 10 seconds!

Eagle, Giant

ST: 13-16 **Move/Dodge:** 14/7 **Size:** 1 hex
DX: 12 **PD/DR:** 1/1 **Weight:** 150-175 lbs.
IQ: 5 **Damage:** 2d-1 imp# **Origin:** F
HT: 12-14 **Reach:** C **Habitat:** M

Giant eagles have man-sized bodies and wingspans of 60 feet or more. The giant eagle preys on large animals, though it is not above eating a cat or small dog. The attack is sudden – giant eagles fly *very* high and dive rapidly, taking their victims from behind – and is treated as a slam that grapples *and* impales for 2d-1 impaling damage.

If the attack is unsuccessful, the eagle will attack in close combat with claws and beak. This attack, lacking the force of a swoop, does 1d+1 impaling damage.

Giant eagles have the unpleasant habit of dropping squirming prey from great heights – 50 yards or more. They then pick up and carry off the presumably non-squirming remains. A giant eagle can carry up to Medium encumbrance on its back or in its talons – Move is reduced by 4 for Light encumbrance (up to ST×6), and by 8 for Medium encumbrance (up to ST×10). Up to ST×2 is no encumbrance. On the ground, its Speed is 2, while Dodge is 6.

Echidna, Giant

ST: 24-30 **Move/Dodge:** 4/5 **Size:** 3 hexes
DX: 10 **PD/DR:** 4/5 **Weight:** ½-1 ton
IQ: 4 **Damage:** 1d+2 cut# **Origin:** F
HT: 15/28-35 **Reach:** C **Habitats:** F,P,D,J,M

The real echidna – also known as the spiny anteater – is an egg-laying mammal found in Australia and New Guinea. It bears a slight resemblance to a hedgehog. It measures about 18 inches long, is covered with long sharp spines, and has powerful claws for digging. It is a solitary creature, active late afternoons and nights. It feeds mainly on termites which it licks up with its long sticky tongue, and is totally harmless.

Unfortunately, the giant echidna is not so harmless. Its quilllike spines are tipped with a Type H venom (p. 103) doing 1d+2 damage. While it has no teeth, its mouth and tongue are equipped with horny serrations that can grind flesh from bone.

Unlike the regular echidna, the giant echidna uses its claws to rend prey, eating human-sized victims in about five pieces.

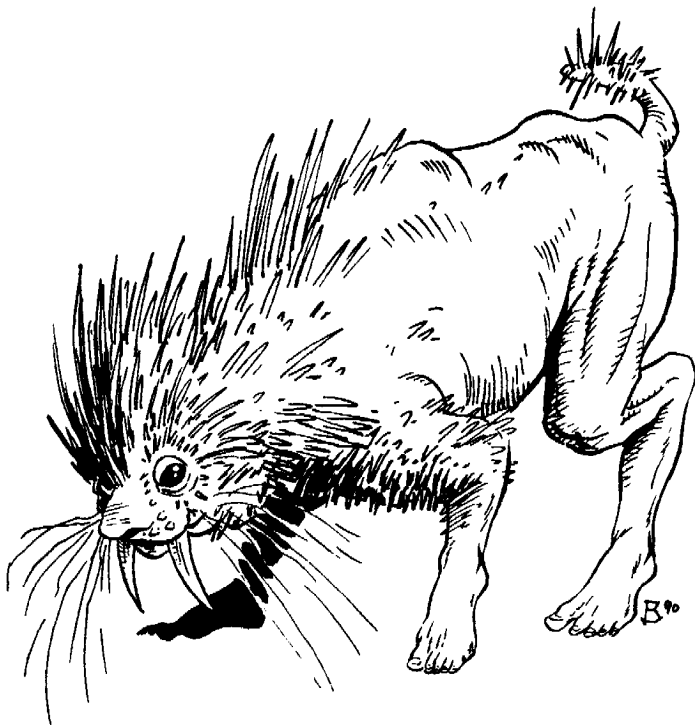
A giant echidna attacks on sight, carelessly waddling forward, hoping to brush up against as many foes as possible. Anyone whose hex it enters must make a successful DX roll to avoid taking spines, which can pierce DR 2 armor or hide. If the echidna *slams* its opponent, he takes spines automatically. Once it has knocked a foe down, it will begin to rend him with its powerful claws – doing 2d-2 cutting damage.

If the echidna takes half its hit points in wounds, it will curl into a ball and wait until the attackers leave. In a ball, only the body can be hit.

Eer-moonan

ST: 16	Move/Dodge: 7/8	Size: 2 hexes
DX: 14	PD/DR: 1/2	Weight: 250 lbs.
IQ: 5	Damage: 1d imp	Origin: ML (AusAbo)
HT: 14	Reach: C	Habitats: P, D

An eer-moonan is a monster type of dog – the name means “long tooth.” They hunt in packs – 8 to 20 at a time – and feed on humans. They have the body of a dog, the head of a porcupine with *very* long fangs, and the feet of a woman. They have great fierceness and strength, and can bound five feet high as they run!



They will attack humans on sight, and are active at any time. They live in large caves or holes in the ground, and have many hungry pups waiting at home.

They attack with a slam, then bite in close combat thereafter. The slam does no damage, but anyone not wearing metal

armor will be snagged by the short quills. This does 1d-4 damage, and another 1d-4 when the victim pulls away. They do 1d impaling damage with their teeth.

Rumor: It is said that the eer-moonan will run away from the prayers of truly holy people.

Eurynomus

ST: 26	Move/Dodge: 7/7#	Size: 1 hex
DX: 12	PD/DR: 4/7	Weight: 300-400 lbs.
IQ: 5	Damage: 2d+1 cut#	Origin: ML (Greek)
HT: 15/25	Reach: C,1	Habitat: *

Eurynomus is a unique monster of Hades, the underworld. It is occasionally sent to our plane to fetch someone whose actions are an affront to the gods.

Its looks are revolting, requiring a Fright Check at -4. It is the size of a *large* human, with skin the mottled grayish color of housefly. It has *many* long teeth, which it reveals in an immense grin – the teeth are very sharp, and the smile takes up over half its face. There is no nose, just slits in the face, and its eyes have a hungry look as it stares intently at a victim.

It attacks with its claws for 1d+2 cutting damage, and then bites in close combat for 2d+1 cutting – there are a *lot* of teeth, and it can get most of them into a bite. It makes all-out attacks, doing two attacks each turn. Its skin is so tough, it doesn't fear attacks from mere humans.

Eurynomus may be encountered if a party journey to Hades. To him is given the flesh of all the sinners that he can eat. If the PCs have been very nasty, *or* heroic enough to be called on for very tough jobs, they may meet him on their own plane.

Eurynomus is sometimes sent by the Power of the underworld to collect a soul that has cheated death. This may be a necromancer using Soul Jar, Youth, Exchange Bodies, etc., or it may be for some other reason. The creature may be far from its prey when it appears on Earth, but will travel infallibly toward its victim. However, if it is defeated by the victim or some Earthly hero, it will return to Hades, balked of its prey, and will not repeat that mission.

Alternately, the GM could decide that there are a number of “eurynomus” monsters in Hades. In that case, they will be regular messengers on Earth. When one is sent to this plane on a specific mission, it may become confused in unusual circumstances. This might mean a body in one place and the soul in another, confusing the eurynomus as to which direction to go, for example. In such a case it will stay roughly midway between the body and soul of its target (it has an inherent Seeker spell, p. B163), and wander around feeding on people to remain “alive.” It may eventually forget about its mission (going wherever it wants), while *another* eurynomus is sent to track down the person who has cheated death! The rogue eurynomus is “written off” and left for the living to deal with as best they can.

Note that not everyone who has cheated death is evil – a sick person may be kept alive by a loving mage-spouse who is unwilling to admit that his healing spells have failed, for example.



Fartalis

ST: 18-23 **Move/Dodge:** 10/8 **Size:** 2 hexes
DX: 14 **PD/DR:** 1/2 **Weight:** 150-200 lbs.
IQ: 5 **Damage:** 1d+1 cut# **Origin:** ML (Arabic)
HT: 16 **Reach:** R,C **Habitat:** D

This animal looks like a cross between a leopard and a wolf, and is a fierce predator. Fartalises are very rare, found only in the deepest deserts.

They attack humans as prey, shrieking as they charge. They can "breathe" fire from their eyes or mouth. They must concentrate for one second, then produce a 3-yard beam of flame that does 2d+2 damage. They need a straight DX roll to hit with the jet of flame. A fartalis may breathe flames three times (or maintain a jet for 3 seconds) before exhausting its supply of internal flammable gas – it needs to rest for an hour to rebuild each breath. A fartalis attacks with teeth and claws in close combat for 1d+1 cutting damage.

They are active any time, and are solitary or found in pairs. Sometimes they will hunt a hundred yards apart or so. The shriek as one creature charges will bring its mate within 10 seconds.

Rumor: It is said that the fartalis' flame jet can poison the air. Treat this as a gaseous cloud 2 hexes in radius from the tip of the flame jet. Its radius increases by 1 hex every second the fartalis maintains the jet. It is a type H poison for 1d+2, unless the GM rules otherwise. See p. 103.

Fideal

ST: 16 **Move/Dodge:** 1/0 **Size:** 2 hexes
DX: 12 **PD/DR:** 0/2 **Weight:** 150 lbs.
IQ: 2 **Damage:** * **Origin:** ML (Celtic)
HT: 14 **Reach:** C,1 **Habitat:** FW

This large creature resembles a 2-hex clump of reeds. It moves very slowly, up and down rivers, never leaving the water. Nearly mindless, it entangles and drowns victims, slowly digesting the remains for days at a time. It is active at any time, and there may be many of them in a river. A Naturalist roll is necessary to tell a fideal from normal reeds, and is only allowed if the person looks closely at it.

A fideal has five levels of Magic Resistance and is totally immune to all Animal College spells.

Anyone entering an adjacent hex is grappled – quick Contest of DX. On the next turn, the fideal attempts to pull the victim horizontally into its hexes and under the water – Contest of ST. If successful, it then simply holds him there until drowned – see p. B91.

To break free requires winning a Contest of ST at -2. No weapon may be drawn – there are dozens of thin but strong vinelike tendrils wrapped all around the body. Anyone attempting to cut the victim free is striking into close combat – see p. B114.

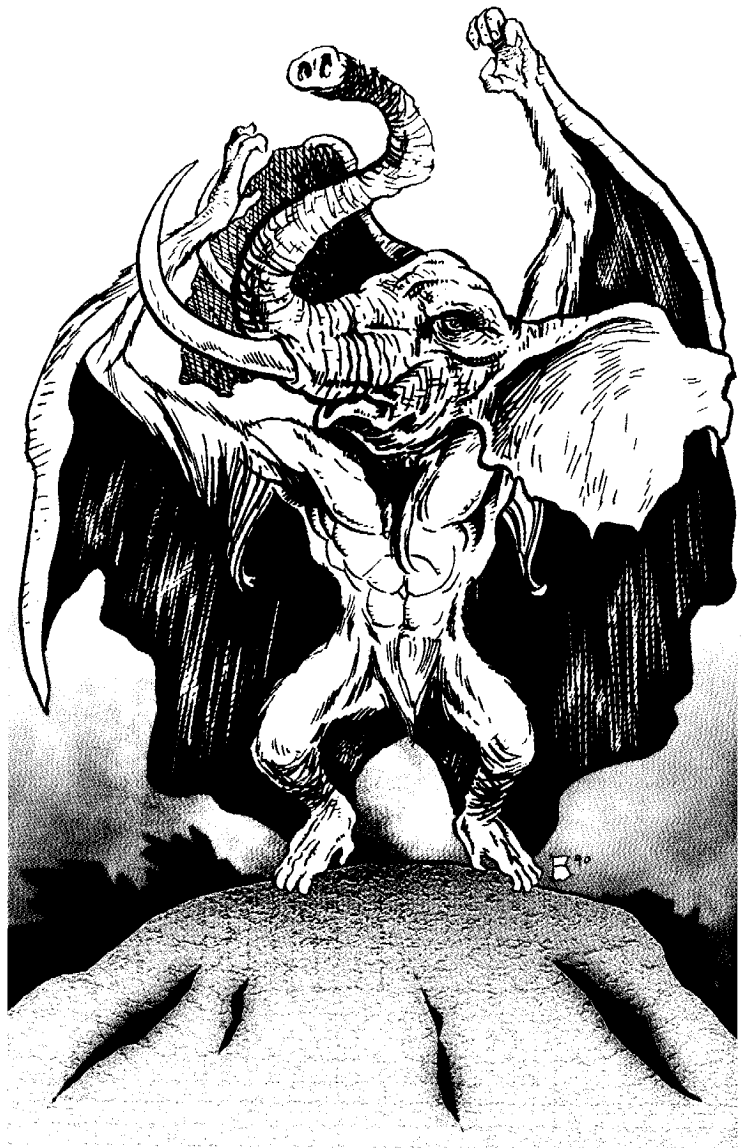
Only cutting weapons do any damage at all to a fideal. It takes 8 hits to successfully free a companion – but any damage over 4 hits in a single blow goes through the tendrils and hits the entangled victim!

Rumor: The fideal is rumored to be a maliciously intelligent water sprite that can cast an illusion to disguise itself as a beautiful woman. Such a fideal appears to be a lovely nude swimmer, who smiles playfully – even invitingly – at any man on the shore! Any lecherous male who resists this sight is not playing in character!

Filsar

ST: 16-20 **Move/Dodge:** 14/8 **Size:** 1 hex
DX: 13 **PD/DR:** 1/1 **Weight:** 200-300 lbs.
IQ: 6 **Damage:** 1d cut# **Origin:** ML (Arabic)
HT: 13/15-18 **Reach:** C,1 **Habitat:** *

A filsar is a creature that resembles a winged ape with an elephantine head. It is found only on lonely islands where no people live. It can fly at the listed speed, and move on the ground at a speed of 7. Filsars are inimical to humans, and will attack them on sight, but will not fly over the ocean to pursue anyone.



The nose is a yard long, and can grapple just like another hand, at the same time the hands grapple. If both the hands and trunk are used to grapple, add +2 to the filsar's ST. It will often grapple with the trunk and hands, then bite for 1d cutting damage, or punch for 1d+2 crushing.

They are strictly diurnal animals, and can be found in groups of up to ten.

Flash Bear

ST: 14-18 **Move/Dodge:** 7/6 **Size:** 1 hex
DX: 12 **PD/DR:** 1/1 **Weight:** 200-250 lbs.
IQ: 4 **Damage:** 1d cut **Origin:** F
HT: 13-16 **Reach:** R,C **Habitat:** Sub

Although not truly a bear, the flash bear takes its name from the animal that it most closely resembles and from its ability to create a blinding flash of light. It stores mana in its paws, allowing it to cast the Flash spell (p. B163) at a skill level of 15. An adult bear can flash three times before its power is exhausted. Each hour of rest restores one flash.

The flash bear is a solitary creature, active at all hours in cave complexes or at night when it emerges to find prey. It is capable of hauling off a human-sized victim, which it grasps and carries with its manlike hands.

It usually lies in ambush around the corner of a tunnel or near a game trail. When suitable prey comes along, it will leap out and flash a brilliant light. It will then grab its blinded victim and dispatch it with its teeth.

It will not hesitate to attack solitary humans. Larger parties will be left alone unless the flash bear is threatened or desperately hungry. If it does attack a party, it will grab its victim and escape before dispatching him. It will often have a cubbyhole nearby – most blinded adventurers will stumble right on past. It will be satisfied with one victim, and not bother the rest of the group.

Fossa, Giant

ST: 16-20 **Move/Dodge:** 10/7 **Size:** 2 hexes
DX: 14 **PD/DR:** 2/2 **Weight:** 100-200 lbs.
IQ: 4 **Damage:** 1d+1 cut **Origin:** F
HT: 15/14-18 **Reach:** C **Habitat:** J

The real fossa, the largest carnivore on the island of Madagascar, resembles a small puma and measures two to three feet in length, with an equal length of tail. Its fur ranges in color from reddish brown to jet black. It has sharp retractable claws like a cat, but walks on the soles of its feet like a bear rather than on its toes like a cat.

The snout is slightly more elongated than a puma's, resembling a wolverine's. Its temperament resembles a wolverine's, too – fossas have a reputation for ferocity.

They are solitary nocturnal animals, sometimes seen in groups of four to eight during the mating season. They are at home in the trees, though they are not great jumpers like pumas and do not drop onto prey. They stalk like cats, then charge quickly and spring onto the victim, biting fiercely.

The giant fossa resembles its smaller relative, but is about twice as big and has a taste for human flesh. It will not hesitate to attack even the strongest parties, stalking them for long distances, waiting for the chance to pick off stragglers.

Fury Beast

ST: 3 **Move/Dodge:** 7/6 **Size:** <1 hex
DX: 12 **PD/DR:** 0/0 **Weight:** 12 lbs.
IQ: 4 **Damage:** * **Origin:** F
HT: 14/3 **Reach:** R **Habitats:** F,P,M

An unusual animal, the fury beast is small and seemingly inoffensive. It resembles a large rabbit with small ears, and is considered a tasty meal by most predators, including humans. Hunters should beware, though; it has an unusual means of self-defense: it stores mana in its strangely glowing eyes, and can cast the Madness spell (p. 107) up to four times in a row. Its skill with the spell is 15. It takes an hour to "recharge" one use of the spell.

The spell lasts ten minutes if the victim fails the IQ-2 resistance roll. The fury beast must concentrate for one second per victim. At 5 yards range or less there is *no* minus to the skill roll, but a minus 1 per yard beyond that. It has no other defense at all. It can effortlessly maintain the spell on any victim in sight. It will not attack even a helpless victim – its powers are strictly defensive. It will flee given the chance.

Gam

ST: 100-120 **Move/Dodge:** 8/7 **Size:** 10 hexes
DX: 14 **PD/DR:** 2/3 **Weight:** 1,500-2,000 lbs.
IQ: 4 **Damage:** 5d imp **Origin:** ML (Nordic)
HT: 14/50-60 **Reach:** C-6 **Habitats:** F,M,FW

The gam is a unique bird that only appears once a century. Gigantic in size, it resembles an osprey – a water-eagle. It sleeps at the bottom of deep lakes for 99 years, then awakes to feed and create new lakes.

The gam makes lakes by damming rivers, rapidly moving sand with its giant claws. This may flood cities and towns – the gam doesn't care. It hardly even notices humans.

Heroes might be hired by endangered cities to eliminate a gam – not an easy task. While it normally ignores people, it does not ignore a direct assault! The gam will attack foes with its claws and peck at them with its beak. It stands 40 feet high, and has a reach of six yards! It can grasp a human in a talon, and bring him up to the mouth to eat him. This is a three-step operation: grapple, bring to mouth, bite. (Assume the victim has his arms free, and so may attempt to parry the bite – only critical success will have any effect, though!) If the leg is wounded during any one of these three stages, the bird will drop its prey – from 13 yards during the last phase – see p. B131.

If the gam takes half its HT in hits, it will fly away, never to be seen in that area again. It will seek other rivers to dam up. Speed given above is on the ground – it flies at speed 30, very high in the sky.



Ghormuha

ST: 35-40 **Move/Dodge:** 7/5 **Size:** 1 hex
DX: 10 **PD/DR:** 1/1 **Weight:** 300-400 lbs.
IQ: 5 **Damage:** 1d cr **Origin:** ML (India)
HT: 15 **Reach:** C **Habitat:** FW

Ghormuhas are horse-headed, one-legged humanoids. They live in caves underwater, and act like pack rats: they collect colorful and shiny things. Their feet are very broad and long, and they bounce along like kangaroos. Their arms are shorter than humans', but they can carry items. They can breathe air and water equally well, but are more at home in the water, where it is less tiring to move. They move at the same speed in either medium, however. They inhabit lakes and large rivers, and live on water plants.

Ghormuhas do not attack humans, and will avoid a fight if they can. If unable to flee, though, they bite for 1d crushing with their huge horse teeth. In the water, they can also kick to the rear for 1d crushing. They do not use weapons.



While not intelligent, a ghormuha has an inherent ability to cast the Lesser Geas spell (p. 106) at skill 15 with a very limited command. This spell cost the ghormuha 10 fatigue, and is cast on anyone who comes within 2 yards of one (one person per turn, resisted by IQ). The geas is to drop what is being held in both hands and to go away (at least 100 yards). Rings worn on the fingers, swords in sheaths, pouches on belts, or packs carried on the back are *not* affected, but *anything* carried in the hands is. Anyone who fails the resistance roll must obey. The ghormuha then sorts through the belongings, takes food, colorful items and metal objects, and dives into the water, not resurfacing that day.

Anyone returning from the 100-yard trot must make another resistance roll to approach the ghormuha again, even if empty-handed (though it probably won't still be there). Anyone who successfully resists will be immune to that particular ghormuha forever – though they are often encountered in groups of up to ten at a time.

If the PCs feel the need to retrieve whatever has been stolen, it will be quite an adventure. The caves are all underwater, and may be some miles from where the ghormuha was seen. Air will definitely be a problem. If they finally find the submarine grottoes, they will be full of rusted swords, rotted maps, bright gems, painted shields – and dozens or scores of ghormuhas, who resent intrusions, and who will wish them to go away . . .

They are active only during the day, even underwater. They *do* have rotating guard shifts, though, as do many herbivorous animals.

Rumor: It is said that the ghormuhas are an intelligent race, in which case they would use tridents as weapons (treat as spears) and may have trained fish or other lake creatures as warriors. See *GURPS Fantasy Folk* for treatment of fantasy races.

Girtab

ST: 40 **Move/Dodge:** 9/8 **Size:** 8 hexes
DX: 15 **PD/DR:** 5/6 **Weight:** 1½ tons
IQ: 9 **Damage:** * **Origin:** ML (Akkadia)
HT: 14/40 **Reach:** C-2 **Habitats:** D, P

Girtab's Children

ST: 12-14 **Move/Dodge:** 8/7 **Size:** 2 hexes
DX: 15 **PD/DR:** 3/4 **Weight:** 75-100 lbs.
IQ: 2 **Damage:** * **Origin:** ML (Akkadia)
HT: 13-16 **Reach:** C,1 **Habitats:** D, P

Girtab is a unique giant female scorpion known to the ancient Akkadians. She is a **solitary** creature, active mostly at night. She is the sworn **enemy of mankind**, and can often be recruited by powerful evil forces massing an attack on some human stronghold. She would **not** accept alliance with any lesser powers, nor for any petty reason – she would eat mere bandits that came to parley!

Girtab is enormous, but her children (the “girtabi”) are much smaller, and not nearly as smart. They will sometimes be encountered in groups, but more often on their own, and never with her – she would eat them! Both Girtab and her children attack in the same manner, but for different amounts of damage.

The initial attack is with the pincers, into any front hex (2-hex reach for Girtab). Treat this as a grapple – quick Contest of DX – that does 2d crushing damage if the victim loses the Contest (1d-1 crushing damage for the children). After grappling her prey, the scorpion uses her stinger to inject a type C venom that does 2d+2 damage (1d+2 for the children). The stinger itself does 1d-1 impaling damage in all cases. It must penetrate all DR and do at least 1 hit to inject the poison.

After stinging its victim, the scorpion will bite for 1d-1 cutting damage, stinging again if the victim is still squirming. Breaking free of the pincers requires a Contest of ST. If a pincer is crippled (½ HT in damage), halve the effective ST for breaking a grapple.

Gladius

ST: 30-40 **Move/Dodge:** 25/7 **Size:** 3 hexes
DX: 10 **PD/DR:** 0/0 **Weight:** 400-700 lbs.
IQ: 3 **Damage:** 10d imp# **Origin:** ML (Europe)
HT: 15/18-24 **Reach:** C **Habitat:** SW

The gladius is a swordfish with a strong dislike for boats. Real swordfish have been known to attack ships (one swordfish penetrated 22 inches into a wooden keel!), but only when angered. A gladius, on the other hand, will attack for the mere fun of it.

Use the rules for *Attacking Inanimate Objects* (p. B125) to determine whether its attack is successful, and to figure the DR and HT of the boat's hull. The gladius's attack does 10 dice impaling damage – if the hull's HT is exceeded, it has been pierced, and the boat will begin to take on water. Any damage in excess of what the hull can take is lost (unless someone is unfortunate enough to be standing behind the spot hit by the gladius).

The fish will also attack swimmers, but this attack does only 3 dice impaling damage – hitting the swimmer requires more maneuvering, and thus the gladius can't build up as much speed.

Rumor: The gladius has a tiny mouth and obviously cannot eat the people it kills. It is said that it is the servant and huntsman of an aquatic ogre (or perhaps a whole race of evil mermen). The gladius bears its prey home on its nose-sword, and its masters feast . . .

Goin

ST: 15-20 **Move/Dodge:** 12/7# **Size:** 2 hexes
DX: 12 **PD/DR:** 3/4 **Weight:** 250-300 lbs.
IQ: 4 **Damage:** 1d imp **Origin:** ML (Aus Abo)
HT: 15 **Reach:** C,1 **Habitats:** S,J,FW

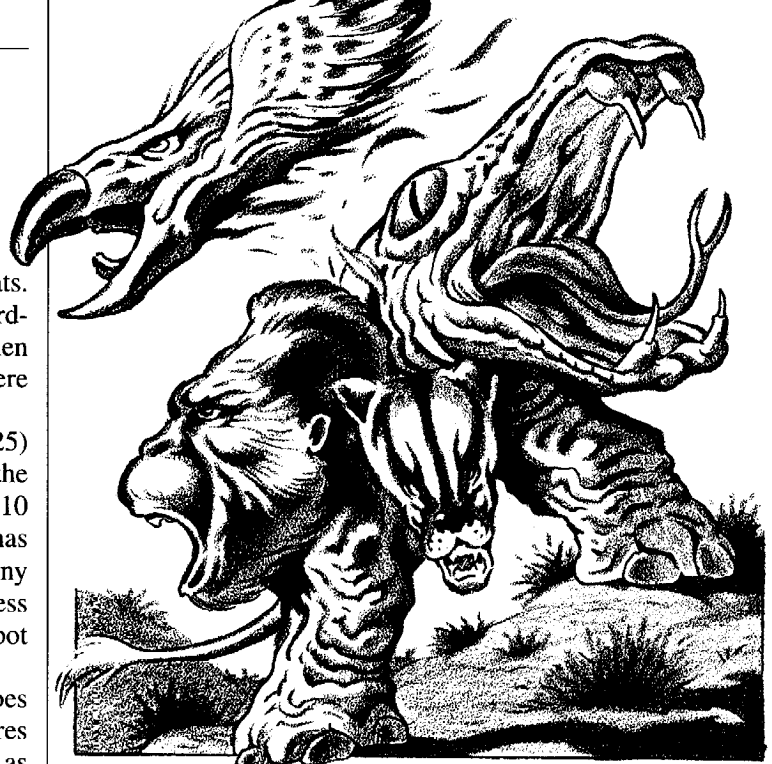
The goin is a fierce predatory bird of Australia. This bird has the legs and claws of a crocodile, as well as the croc's armored hide under its feathers. It has a long, sharp beak like a shrike, and attacks humans with swift pecks for 1d impaling. If need be, the claws can attack for 1d cutting damage. It eats its victims.

On the ground, the goin moves at 2 hexes per turn. They are diurnal animals, often found hunting their prey in groups of up to six.

Gryllus

ST: 15-50* **Move/Dodge:** 7/7 **Size:** 1 hex*
DX: 13 **PD/DR:** 2/2 **Weight:** 150-250 lbs.
IQ: 4 **Damage:** 2d* **Origin:** ML (Europe)
HT: 15/20-40* **Reach:** C **Habitats:** M,D,F,P,Sub

A gryllus is a composite beast of many heads, but no arms or real body. The heads, from three to five, are all of different animals, and facing every which way. They are larger than a normal head of that animal type would be, and are mounted on a pair of large legs, of any species.



A gryllus attacks anything on sight, and can be found stalking game at any time of day (or night, if the heads are of a night-seeing animal type). They are often represented in large groups, and there seems to be no unity in types of heads.

The stats above are for an eagle-lion-snake-bear gryllus. It is common to have at least one bird head and one snake head, and the rest mammals. There is often a human head (and sometimes human legs), though it is never regarded as intelligent.

The heads can separate from the body of the gryllus! Each head has small legs that it can run on – it stands about a yard tall when it does so, and can only attack an opponent's legs unless it can get some height leverage. (There is no penalty to attack its opponent's legs in such a case.) Halflings, Dwarves and other small characters can be attacked normally, as can anyone kneeling or lying down. Bird heads may sprout wings, to hover and attack any part of the foe.

If the gryllus stays together, the main legs hold the heads high enough to attack a foe's body. Each head has a separate attack each turn, whether joined to the body or separate. The main legs stay with one head at all times, and the other heads can rejoin to the legs and activate them even if the main head has been killed. And heads from one gryllus can join the legs and body from another!

Separation and rejoining take no time at all. A gryllus may run its full move, and each head can then separate and "jump off" an extra yard! When on their own, the heads move at a speed of 4.

The heads attack in close combat, which is why they separate – more opponents can be attacked that way. They do damage as for an abnormally large creature of each type. In the example above, the lion head does 2d cutting, the bear All-out attacks twice for 2d-1 cutting, the eagle does 2d impaling, and the snake injects a type A venom for 2d, piercing up to DR 2.

Each head has HT equal to its portion of the creature: a four-headed gryllus has one-quarter of its HT in each head. Likewise, the ST can be divided if there is ever a Contest of ST.



Gryphon

ST: 30-35 **Mv/Dodge:** 15/7# **Size:** 2 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 500-600 lbs.
IQ: 5 **Damage:** 2d-1 cut **Origin:** ML (Europe)
HT: 15/20-25 **Reach:** C **Habitats:** M, F

A gryphon is a beautiful creature with the head, wings, and forefeet of an eagle, and the hindquarters of a lion. It is a fierce predator of the forests and mountains, and is most fond of horse flesh. Its feathers store mana, which aids it in flight.

Gryphons *can* be tamed if captured young, but their handlers suffer a penalty of -3 to any animal-control skills. Being half bird and half mammal, they cannot be controlled by either the Control Bird or Control Mammal spell! An untamed gryphon in good health might sell for \$5,000; a tame one is almost priceless, because it will not cooperate with anyone but its trainer.

In flight, the gryphon's maximum load is Light encumbrance. It has Speed 6 on the ground, 15 in flight (11 if encumbered). It attacks by clawing and pecking in close combat for 2d-1 cutting damage.



Gullet Snake

ST: 4-6 **Move/Dodge:** 3/7 **Size:** <1 hex
DX: 13 **PD/DR:** 0/0 **Weight:** 2 lbs.
IQ: 3 **Damage:** 1d-4 cr, 1d-3 cut **Origin:** ML
HT: 12/4-6 **Reach:** C **Habitats:** D,P,M,F

The gullet snake is a small, malignant animal that eats people from within. It looks like an ordinary snake except for its teeth, and is only about two feet long. The teeth are not the pointed fangs of most snakes – they resemble small canine teeth, made for rending flesh.

It quietly (Stealth skill 16) glides up to camps at night, seeking someone who sleeps with their mouth open. (Of course, none of the players will admit their characters sleep with their mouths open. If someone has the Unluckiness disadvantage, he's it. Otherwise, require HT rolls: failure means the mouth is drooping open.) It will not enter tents if they are tightly lashed, but will approach those sleeping in blankets or on the ground. When it finds a suitable victim, it slithers down his throat! At that point, the victim will likely wake up, but will not be able to scream for obvious reasons.

The victim may make one attempt to grab the snake's tail before it disappears into his body altogether. Since it is lashing, treat this as a DX-4 roll. The snake has no defense – its head is almost to the stomach at this point! Only one try to get the snake is allowed, then it's gone.

If the snake is successfully grabbed, the victim may pull it out. The snake will bite on the way out, however, with a successful DX roll. It does no damage – yet – but if the character pulls, he will be ripping his esophagus for maximum damage – 3 points cutting, which totals 4 points for the largest gullet snakes. Even the small ones do cutting damage in this attack, resulting in 3 points total damage. No TL3 first aid will help this wound, and it is excruciatingly painful. Treat this as being at -3 to ST, DX, and IQ until healed magically or by time. The wounded adventurer may not eat anything until the wound heals – see p. B128.

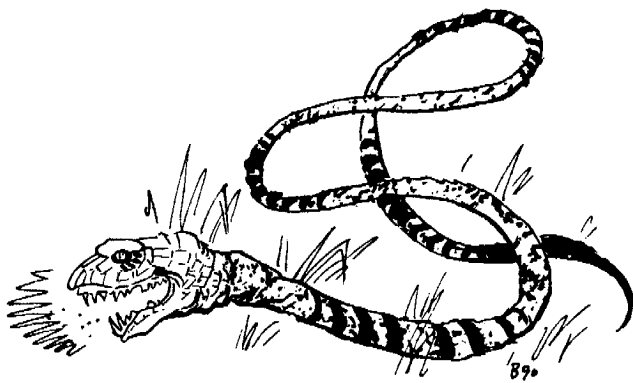
The victim may attempt to kill the grabbed snake without pulling – but he's under pressure: he can't breathe! This definitely counts as exertion – see p. B91, *Holding your Breath* . His fellow adventurers may come to his aid, if they become aware of his predicament. A dead snake will let go of its prey's insides, doing no damage when pulled out.

Should the attempt to grab the snake fail, it successfully makes it to the stomach. The good news is that breathing is restored. The bad news is that it starts to feed from within, doing 1d-4 crushing damage (1d-3 cutting for the big ones) every turn. Toughness does not help against these!

Killing the snake at this point is very tricky! The Exorcism spell (p. M27) will drive the snake out. If the party has a doctor with the Surgery skill, the snake can be cut out. A *successful* TL3 Surgery roll will do 5 points of damage to the patient, however, and is very painful (treat as for the esophagus wound, above). See p. B56 for failed Surgery rolls.

Otherwise, the victim is in sad shape. The Glass Wall spell (p. M49) will allow a mage to direct blows, but the victim takes the first five points of damage from each blow! The snake will take any damage over that.





If there is no magical way to see the snake, anyone may take five seconds to palpate the stomach area (one person at a time). A successful First Aid skill will then grant *approximate* knowledge of where to strike. If the weapon attack roll is made by 3 or more, the snake takes all damage beyond the first five points from each blow. If the roll is made by less than that, the victim takes proportionately more damage before the gullet snake takes any. Thus, making a roll exactly means the poor companion takes the first *eight* points, and the snake the rest! A failed weapon roll still hits the human – but does *no* damage to the snake!

And if there is no surgeon, no Glass Wall spell, and no First Aid roll can find the snake . . . the best bet is to cut the victim open, albeit crudely (16 points of damage!), and pull the blasted snake out! Otherwise, he will eventually die from being eaten alive.

They are solitary animals, active only at night.

Halulu

ST: 25-30 **Move/Dodge:** 12/7# **Size:** 1 hex
DX: 12 **PD/DR:** 1/1 **Weight:** 150 lbs.
IQ: 4 **Damage:** 1d+1 imp# **Origin:** ML (Hawaii)
HT: 13/18 **Reach:** C,1 **Habitats:** Island, SW

A halulu is a man-eating bird that can change its shape to human form. The bird is about the size of a man, and looks like a cross between a stork and a vulture. Its feathers seem to move like liquid fire.

They fly in flocks of up to 20, never coming to a continent, but harassing ships and island villages. They are active only in the day. They will land outside a village, and assume the shapes of ordinary-looking people. They cannot talk, and are not intelligent – this seems to be instinctive behavior. They can maintain this shape for an hour a day, and the change takes one second either way. While in human form they move 6, as they do in bird form on the ground.

After assuming human form, they approach a settlement and mingle with the people. They enter singly, and do not associate with each other in town. They look into windows, trying to find a lone human. When a halulu finds a likely looking victim, it enters the building and changes into bird form, attacking the person with its sharp beak, tearing and eating the flesh.

Their feathers burn anyone who touches them for 1d-2 damage. Any wooden weapon that strikes them three times within ten seconds will catch on fire. Their beaks do 1d+1 impaling damage at up to a yard range.

Any halulu who hears another halulu in trouble will come to its rescue, changing to bird form when it arrives.

Rumor: The halulu are said to be intelligent, a race of shapeshifting birds that prey on humans. If so, the infiltration and attack on a town will be much better coordinated.

Hamadryas

ST: 16-20 **Move/Dodge:** 9/9 **Size:** 1 hex
DX: 14 **PD/DR:** 2/2 **Weight:** 250-300 lbs.
IQ: 6 **Damage:** 1d cut **Origin:** F
HT: 14-17 **Reach:** C **Habitats:** P,J,F

Hamadryases are fearsome, man-sized baboons. They resemble their smaller relatives in all respects – that is, they live in large troops with elaborate social behavior. They post sentries and the males are fierce in their defense of the females and young. They are diurnal animals, traveling in troops of eight to 20, and use pack tactics. They are omnivorous.

Hamadryases are large enough to attack humans, and do so with glee – they have no love for mankind. They attack by biting in close combat for 1 die cutting damage. They can also grapple, to ensure that their victims don't get away.

Rumor: Certain isolated tribes or villages of humans have made "treaties" with hamadryas troops, perhaps by befriending or aiding the leader when he was in trouble. The huge baboons are not perfectly reliable as allies, but their ferocity is unmatched.

Harpy

ST: 12-17 **Mv/Dodge:** 20/10# **Size:** 1 hex
DX: 14 **PD/DR:** 1/1 **Weight:** 100-200 lbs.
IQ: 5 **Damage:** 1d cut **Origin:** ML (Greece)
HT: 13-16 **Reach:** C **Habitats:** F, M

Harpies are vile creatures, appearing to be half woman and half bird. In reality, there is nothing human about them at all – they are not intelligent, do not use tools and do not speak. They have no hands, but have large claws on their wings. They are found in groups of five or more, and are active day or night.

They are exceedingly unwholesome and dirty, and delight in befouling food and drink so badly as to make them totally unusable; the stench is enough to warn most people away. Anyone so foolish (or desperate) as to eat the food anyway must make a roll against HT. On a successful roll, the person merely feels sick and loses 2 HT. On a failed roll, he will be seized by painful stomach cramps and lose 1d+1 HT immediately; he will be at -3 to all skills and attributes until the lost HT is restored – minimum of 1 hour.

Harpies will not harm anyone who does not get in their way, but will viciously attack those who interfere with them. They attack with claws and talons in close combat (flying at the head, especially) for 1d cutting damage. Anyone wounded by a harpy must make a successful roll against HT to avoid infection (p. B134). On the ground, harpies have Speed 3, Dodge 7.

Rumor: Harpies are servants of a mage, or maybe a god.



Hemorrhosis

see p. 103

Hercinia

ST: 3 **Move/Dodge:** 12/7 **Size:** <1 hex
DX: 14 **PD/DR:** 0/0 **Weight:** 1-2 lbs.
IQ: 5 **Damage:** 1d-4 cr **Origin:** ML (Europe)
HT: 14/3 **Reach:** C **Habitat:** F

The hercinia is a bird about the size of a large jay which glows with a moderate light. It is active at night, and its light is sufficient to light up a 4-hex radius quite well – no lighting penalty within that range. The light then fades, -3 for poor lighting up to eight yards, and -6 for up to 12 yards. Beyond that, while the bird can be seen, there is no visibility granted by the light.

It is used by miners as a light source that does not consume very much oxygen. The bird will live in captivity, but is not really tamable – it must be caged or tethered or it will fly away.

It cannot dim its light. The light gradually dies if the bird is killed, but properly prepared feathers will glow indefinitely; a Naturalist or Alchemy roll would tell how to do this.

At the GM's option, the light may be magical in nature, making the hercinia's feathers a mana source and a likely component for a light spell.

Hide

ST: 14-18 **Move/Dodge:** 2/5 **Size:** 19 hexes
DX: 10 **PD/DR:** 1/2 **Weight:** 150-200 lbs.
IQ: 3 **Damage:** * **Origin:** ML (SAI)
HT: 16/16-20 **Reach:** C **Habitat:** SW

The hide, a relative of the octopus, gets its name from its appearance rather than from its habits. It resembles a large (five-hex diameter) cowhide stretched out flat, with innumerable eyes encircling its edges. It lives on the ocean bottom near shore in tropical and temperate waters. It has no beak or tentacles, just a smothering ability and digestive acid.

When suitable prey enters the water above it, the hide rises to the surface and attempts to engulf its victim. Treat the attack as a grapple. If the hide is successful, it will engulf its victim on the next turn. To break free, the victim must succeed in a Contest of ST. The hide is at -3 for the first turn only – after that, it's a straight Contest.

Should the victim break free, the hide will attempt to grapple again, unless attacked with sharp weapons. In that case, it will flee to the bottom. If, on the other hand, it succeeds in engulfing its victim, it will sink to the bottom at one yard per turn, secreting digestive acid beginning on the second turn after engulfing its victim. This acid does 1d-1 damage each turn. Leather and cloth armor provide normal DR protection, but lose 1 point of DR every fifth turn. Metal armor protects fully for a number of turns equal to its DR, then at normal DR thereafter. In addition, the entrapped victim will begin to drown (see *Drowning*, p. B91). Either way, the hide will take its prey to the bottom and eat him; it does not even leave bones.

Due to its thinness, impaling attacks are not very effective against a hide. Impaling damage is not doubled, and any impaling damage in excess of four points is lost – it has pierced clear through the hide's body! In addition, any impaling attack against a hide *may* hit its victim.

If the attack does more than four points damage, roll three dice. On a 9 or less, the entrapped victim has been hit and takes half of the excess damage, still doubled after DR.

No attack to the head or vitals of a hide is possible – it doesn't have them. Also, hitting the eyes is no more effective than hitting the general body – there are too many of them.

Due to its diffuse nervous system, it cannot be stunned. If removed from the water, though, it will rapidly dehydrate, dying in less than one minute – and the Dehydrate spell (p. 106) does *double* damage.

Hippocampus See *Makara, Horse*, p. 43

Hippogriff

ST: 32-40 **Move/Dodge:** 15/7 **Size:** 3 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 600-700 lbs.
IQ: 4 **Damage:** 1d+2 cr **Origin:** F
HT: 15/20-25 **Reach:** C **Habitat:** M

The hippogriff, invented in the sixteenth century by the author Ariosto, has the hindquarters and legs of a horse and the



forequarters of a gryphon – in other words, the head and wings of an eagle with the chest of a lion. Duke Astolpho rode one – it carried him and his plate armor easily. It flies with the aid of mana stored in its feathers.

Like Pegasus (p. 52), the hippogriff should be rare – in the hands of a PC, it can change the game radically. Treat it as a tamable gryphon, less fierce because of the horse blood – there are no penalties to animal control skills and they can learn to obey new masters. It attacks by kicking with its forefeet (1d+2 crushing), or biting with its beak (1 die cutting).

Due to its horselike legs, the hippogriff is much faster on the ground than the gryphon: Move 12, Dodge 6. In flight, the hippogriff can carry up to Medium encumbrance – for Light encumbrance, reduce Move by 4; for Medium, reduce Move by 8.

Hirudo

ST: 12-24 **Move/Dodge:** 3/4# **Size:** 2-4 hexes
DX: 10 **PD/DR:** 1/1 **Weight:** 150-
250 lbs. (empty)
IQ: 2 **Damage:** * **Origin:** F
HT: 15/10-20 **Reach:** C,1 **Habitat:** S

The giant leech called hirudo is quite different from ordinary leeches. It is *big*, for one thing – up to 12 feet long. It also does much more damage than the ordinary leech – a hirudo can drain a human-sized creature of its blood in less than one minute.

A hirudo can swim at a Move of 3 hexes per turn, and can crawl along the ground at a Move of 1. It attacks with a sucker that contains teeth – the sucker is attached to the victim's body, and the teeth shred the skin enough to cause the blood to flow.

It attacks by striking its victim to the ground – it can raise the front of its body up to three feet off the ground and strike like a snake, all in one turn. This attack is treated like a normal attack, but any parrying weapon of less than 10 pounds has a 1/3 chance of breaking. (Fine weapons have a 1/6 chance.) Once it has knocked its victim to the ground, the hirudo will entwine the prey with its body – treat this as a grapple.

Its sucker will then slide over the victim's body, searching for the best place to attach. The number of turns that this takes is one greater than the victim's PD (e.g., it will take one second to attach to an unarmored victim). Shields do not count.

Having located a likely spot, the hirudo will bite – no roll necessary. The bite in itself does little damage – only 2 points – but the teeth can shred up to DR 1 armor. The hirudo then begins to drain its victim; 1 HT every 2 seconds.

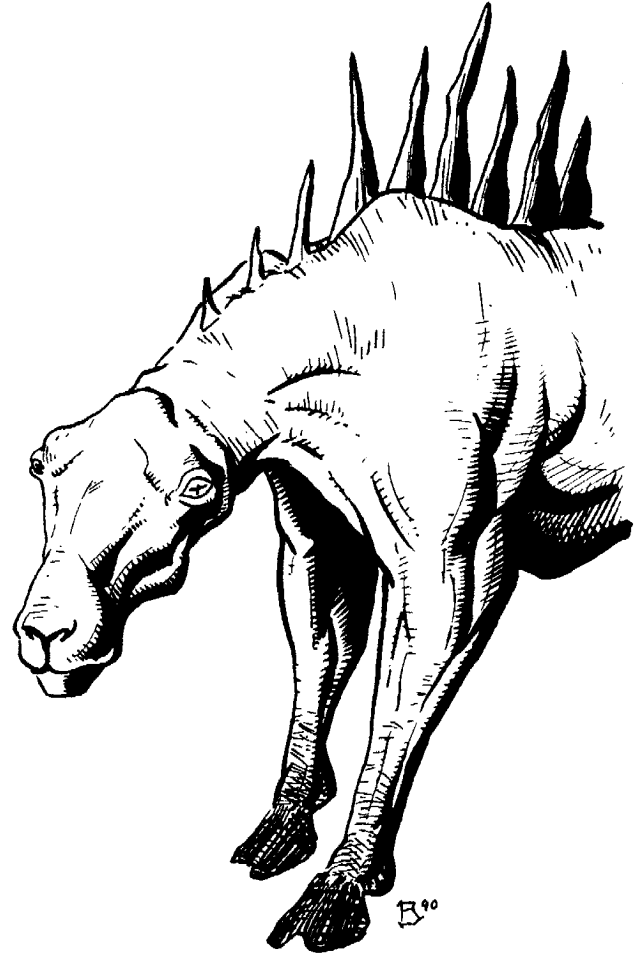
A successful Contest of ST is necessary to break the hirudo's grapple, or to pull the hirudo's sucker off a wound. Pulling the hirudo away from a wound does an additional 1 point damage.

The limited intelligence of the hirudo has only one imperative: feed! It will not be deterred or distracted by anything; it will single-mindedly attack until it is killed or its victim is drained.

Hodag

ST: 40-50 **Move/Dodge:** 9/6 **Size:** 3 hexes
DX: 12 **PD/DR:** 2/2 **Wt:** 1,000-1,200 lbs.
IQ: 4 **Damage:** 2d+1 cut **Origin:** ML (USA)
HT: 15/22-28 **Reach:** C **Habitats:** S, F

The hodag is a fierce creature of the swamps, and has killed many a lumberjack. It is large, about the size of a moose, with a spiny ridge running along its back. It is solitary and diurnal, and attacks on sight, with a deafening roar. It likes to walk backward as well as forward, thus making tracking one quite difficult.



This curious creature has no knee joints, and thus has difficulty standing if it falls. It sleeps standing, leaning up against a tree. Hodags have frequently been captured by sawing partly through trees; the hodag leans against the tree, the tree gives way and the hodag falls to the ground, where it is virtually helpless. Once fallen, the hodag will only be able to stand if it makes a successful roll against DX-2 each turn for 6 turns; if it fails any of these rolls, it falls again, and must start over.

The hodag's teeth are long and its jaws are strong. It attacks exclusively by biting in close combat for 2d+1 cutting damage.



Honey-Badger, Giant

ST: 16-20 **Move/Dodge:** 6/6 **Size:** 2 hexes
DX: 12 **PD/DR:** 2/4 **Weight:** 120-170 lbs.
IQ: 4 **Damage:** 1d cut **Origin:** F
HT: 16/20-24 **Reach:** C **Habitat:** J

This beast is a giant version of the ratel, the vicious honey-badger of Africa. It looks something like a giant badger with a broad white stripe down its back. It measures six feet long and two feet high at the shoulder, with strong claws. It is both nocturnal and diurnal, traveling singly or in pairs.

Like its smaller cousin, the giant honey-badger has a nasty temper. It is also totally fearless – it will attack anything. While it does not prey on humans, it is extremely sensitive and will defend its territory against any encroachment.

Like the skunk, it can spray a vile-smelling fluid – up to a range of 6 hexes to the rear. No roll is needed if a character is directly to the rear of the honey-badger; otherwise roll vs. DX to hit someone one hex off its axis. Only shield PD counts in the defense roll, and the spray may only be dodged or blocked. Critical success by the ratel or critical failure by its opponent results in the spray hitting the eyes – the victim is blinded and in intense pain for five minutes!

Anyone sprayed at all will stink for at least two weeks – up to four weeks if the scent isn't neutralized with an acidic compound within 20 minutes. Anyone who can smell the victim will react at -3. In addition, the person sprayed cannot use Stealth to approach closer than ten yards to anyone!

Giant ratels will spray only if attacked from the rear – otherwise, they use their claws and teeth. Their skin is incredibly tough and loose – no matter how they are grappled, they can turn and bite the grappler.

Hoop Snake

ST: 15 **Move/Dodge:** 30*/8* **Size:** 2 hexes
DX: 14 **PD/DR:** 0/0 **Weight:** 20 lbs.
IQ: 3 **Damage:** 4d* **Origin:** ML (Universal)
HT: 14/18 **Reach:** C,1 **Habitats:** P, D

The hoop snake has been sighted everywhere there are plains. This amazing snake tucks its tail into its mouth and travels by rolling rapidly after prey. It is *very* fast, having been



clocked at 60 mph! It is also very venomous, one of the deadliest snakes known.

The hoop snake is about five feet long, and its tail has a venomous stinger. While they can “run” down anything while rolling in the open, they must straighten out to get through obstacles such as fences. If one is observed in the distance, it is best to head for broken ground! Its speed when crawling is only 3.

They will attack humans, though they don't eat them. Their venom is type B, doing an awesome 4d damage, striking into any front hex. The fangs themselves do no damage, but can penetrate up to DR 2. The venom in the stinger, which can strike only to the rear hexes, is type J, doing 2d damage.

They are solitary, diurnal animals. A missile weapon firing at a hoop snake traveling all-out is at -7 to hit for speed, plus any range modifier!

Horses, Flesh-Eating

ST: 40-50 **Move/Dodge:** 16/8 **Size:** 3 hexes
DX: 10 **PD/DR:** 0/0 **Weight:** 1,200-1,500 lbs.
IQ: 4 **Dmg:** 2d+1 cut# **Origin:** ML (Greece)
HT: 14/18 **Reach:** C,1 **Habitats:** P, M

The man-eating horses of King Diomedes were taken from him by Heracles. They were bred for both strength and speed, and had sharp teeth suitable for a carnivorous animal. They bite for 2d+1 cutting damage, and can kick into any front or rear hex for 1d+2 crushing. They are indistinguishable from normal horses unless one sees their teeth up close.

There are conflicting stories about what happened after Heracles killed King Diomedes and fed him to his own horses. In one version, they became tame, and the race eventually died out. In another version, they escaped King Eurystheus, to whom Heracles had delivered them. They then bred wild and free in the mountains, and presumably still exist in some remote corner of the world.

If they are tamable, they should be very expensive, and hard to control (Animal Handling at -3). An Animal Handling roll should be required to control them if they should smell blood. Failure means they either attack wildly, out of control, or begin feeding if the blood is that of a corpse. Critical failure means they turn on their masters with intent to devour!

Hsing-hsing

ST: 13-17 **Move/Dodge:** 8/6 **Size:** 1 hex
DX: 13 **PD/DR:** 1/1 **Weight:** 250-450 lbs.
IQ: 6 **Damage:** * **Origin:** ML (China)
HT: 11-15 **Reach:** C,1 **Habitats:** J,M,F

Hsing-hsing are hulking apelike creatures with white manlike faces and pointed ears. They walk upright, live in trees, and are hairy everywhere except the face. Body hair varies considerably, from brown and orangutanlike red to jet black in color.

Hsing-hsing are diurnal and tribal – if one is encountered, others are sure to be nearby. Tribes range in size from 8 to 30,



and will include both sexes, young and old. The males (stats above) will protect the young and females (slightly lower ST). Hsing-hsing are shy of humans, living deep in the jungle. If cornered, or if their territory is infringed upon, they will fight fiercely, however.

They are almost intelligent. They have no language, but use tools in a limited way, as do chimps. In any encounter, restrict communication between hsing-hsing and humans severely. They cannot be tamed, though if the GM allows, they can be befriended.

If they fight, they will use crude clubs made from branches – treat the clubs as batons (swing damage for their ST). Hsing-hsing dodge, but do not parry. They will also grapple and bite for 1 die cutting damage, and are clever enough to cooperate in an ambush. For instance, a decoy may lure the party under the trees, where the rest of the tribe waits to drop from above – they can drop from as high as 12 feet safely.

Hua-hu Tiao

ST: 250 **Move/Dodge:** 18/0 **Size:** 10+ hexes
DX: 12 **PD/DR:** 1/2 **Weight:** 5-8 tons
IQ: 6 **Damage:** 3d cr **Origin:** ML (China)
HT: 17/40-50 **Reach:** C,1 **Habitat:** J*

The hua-hu tiao, a unique, magical animal owned by a demi-god, is a shapeshifter. It can take two forms: a white rat and a flying elephant! The transformation takes three seconds, and the intermediate stages are the size of a large dog and a large bull.

The hua-hu tiao is kept in a panther-skin bag when in the rat form. Of very fierce nature, when released it immediately attacks anyone its master points to, or anyone who is attacking its lord. When the combat is over, magic words cause it to shrink and come to the bag. Any wounds it takes while in elephant form are healed in one day in rat form.

The hua-hu tiao can also be met in the wild, of course, as well as in the hands of an NPC. Should its master die, it would go rogue, staying in the elephant form until it needs healing. Then it would find a remote hideaway, revert to rat form, and lie up for a day to heal. It would then return to the elephant form, rampaging wantonly.

Should the party conquer the owner of the bag, they may try to determine the magic word that controls the hua-hu tiao. Only Analyze Magic can do this, and the Magic Name resists at level 26! (Treat the creature as a level 21 magic item – see p. M49.) If the hua-hu tiao is in the bag when its owner dies, the PCs have time to figure out what to do with it – *if* they know what it is! Opening the bag will release the hua-hu tiao, which will attack them in three seconds. It will fight until half of its HT is gone, then flee to the wilderness to heal.

The figures above represent the elephant form. While in rat form, its PD/DR is 0/0 and HT is 17/2 – no other figures are needed, as it is never encountered in that form. If the adventurers kill it through the bag, it has a rat's HT. As an elephant, its speed on the ground is 8. It attacks by slamming its victim, then trampling for 3d crushing damage. The trunk is also capable of lifting any human-sized foe, and it can throw someone 10 yards for 2d crushing damage. Of course, it can also simply fly up with its opponent and drop him from a suitable height . . .

Hui

ST: 16-20 **Move/Dodge:** 12/6 **Size:** 1 hex
DX: 12 **PD/DR:** 1/1 **Weight:** 150-200 lbs.
IQ: 5 **Damage:** 1d cut **Origin:** ML (China)
HT: 11-13 **Reach:** C **Habitats:** M

The hui, a canine animal with a humanlike head (and sharp teeth!), is extremely dangerous – it considers humans and similar races to be a delicacy.

Hui roam in packs of 20 or 30, and are active day and night. They hunt singly, but never wander far from the rest of the pack. If a lone hui encounters a solitary person, it will not call the rest of the pack – it will attack immediately.

A larger party will elicit a howl – sounding like human laughter – to call other hui in the area; allow 2-12 minutes for a sizable pack to assemble. The hui which called the pack will withdraw until reinforcements arrive, but keep the humans in sight. Then all will attack viciously, to the death.



Humbaba

ST: 30 **Move/Dodge:** 5/6# **Size:** 1 hex#
DX: 13 **PD/DR:** 3/3 **Weight:** 1,200 lbs.
IQ: 6 **Damage:** 1d+2 cut# **Origin:** ML (Assyria)
HT: 15/35 **Reach:** C-2 **Habitats:** M

Humbaba is a unique creature of Assyrian mythology, a giant 12-foot-tall humanoid. It has no hands; instead it has lion paws that can claw for 1d+2 cutting damage at up to a 2-hex reach. Its body is covered with thick scales, and its feet are vulture claws which can kick for 2 dice impaling damage at up to 1-hex reach. It wears no clothing or armor.

It has bull horns on its head with which it can head butt for 1d+1 impaling damage. While it normally walks upright, it can go down on all fours to run at Move 10. When upright, it is a 1-hex creature; when on all fours (usually when head butting), it is a 3-hex creature.

Its tail ends in a snake head which can inject a Type A venom doing 1d damage, and which can strike into any of its back hexes. Anyone who tries to attack Humbaba's back is in for a surprise. It treats all back hexes as front hexes – the tail-snake's eyes are connected to the brain!



Humbaba is a guardian of the sacred cedar forests of the Assyrian mountains – the GM may use it as a watchman for anything of value. It won't attack a party unless they trespass on the territory it is guarding. It never sleeps, and is always alert! It will not leave its post to pursue a party, though its "post" may include a large territory.

Hydra

ST: 20-25 **Move/Dodge:** 7/6# **Size:** 3 hexes
DX: 12 **PD/DR:** 2/3# **Weight:** 600-800 lbs.
IQ: 3 **Damage:** 1d+1 imp **Origin:** ML (Greece)
HT: 16/24-30# **Reach:** C,1 **Habitat:** S

The hydra is a unique reptilian monster, with nine heads and four legs. It was killed by Hercules. According to legend, two new heads grow whenever one is lopped off, unless fire is applied to the wound.

The GM may create a whole race of hydras, some having fewer heads, some having more. In such a case, they are solitary diurnal creatures, attacking anything in sight.

Each turn, the hydra can attack with up to three heads, into any front or side hexes; each head bites for 1d+1 impaling damage.

Each head has PD 1, DR 1 and 6 hits. These values apply only to the heads – the body values are listed above. The heads are at a -4 to be hit; damage done to one head does not affect the others, or the body.

The hydra can never be stunned or rendered unconscious, only killed. The heads die if they take 6 hits, the body if it takes damage equal to the hydra's full hit points. If all heads are killed, the body will also die. If the body is killed, the heads will survive for a time, losing 1 HT per hour.

Whenever a head dies, it shrivels and falls off. In 3 turns, two new heads will begin to grow in its place. After 7 more turns, the new heads have reached full growth and can attack. At any time before these 10 seconds are up, 6 points (total, not per new head) of fire damage will permanently cauterize the wound and wither both of the new heads. See pp. B127-128, *Flame*.

Rumor: One of the heads was said to be immortal. Heracles buried the last head under a huge rock, where, presumably, it still is! Immortality is very difficult to game, and is left only for the GMs who feel they can deal with it. Certain magic spells might work against it – Shape Earth and Earth to Stone would approximate Heracles' solution, for example. Other methods of dealing with an immortal animal are left to individual GMs!

Hydrus

ST: 18 **Move/Dodge:** 8/8# **Size:** 2 hexes
DX: 14 **PD/DR:** 2/2# **Weight:** 120 lbs.
IQ: 5 **Damage:** 1d cut# **Origin:** ML (Europe)
HT: 14/20 **Reach:** C **Habitats:** P,F,FW,S

The hydrus, not to be confused with the hydra, is a hybrid dog-snake. It lives along river banks, and can swim quite well at a Move of 5. It is the enemy of crocodiles, and will fear-

lessly attack them. The animal is long and low to the ground, like a large dachshund with scaly skin. The tail is definitely a snake's.

They can be tamed if caught young. Wild ones will not attack humans outright, but will defend themselves. They are quite smart, and have been known to tip canoes over to get their opponents at a disadvantage.

They often increase their DR to 3 by rolling in mud – they *always* do so to attack crocodiles.

A hydrus bites in close combat for 1d cutting damage. If it breaks the skin at all, it injects a type H venom for an additional 1d. They are diurnal animals, encountered singly or in groups of up to four.

Hystrix

ST: 8-10 **Move/Dodge:** 3/6 **Size:** 2 hexes
DX: 12 **PD/DR:** 3/2 **Weight:** 80-100 lbs.
IQ: 3 **Damage:** * **Origin:** F
HT: 13-16 **Reach:** R,C **Habitat:** F

A hystrix is a giant porcupine that can “shoot” its quills. This skill has erroneously been attributed to normal porcupines, but only a hystrix is truly capable of the feat.

The hystrix can shoot a group of six quills at a time. Treat this as a missile weapon attack: SS 9; Acc +1; Max 12 yards. The hystrix's skill with the missile attack is equal to its DX. If the victim dodges, he ducks two quills for each point by which he made his roll. Thus, making the roll exactly dodges two, making it by 1 dodges four, and making it by 2 or more dodges the whole attack.

If the victim fails his dodge, he is hit by all six quills. A successful Block will stop all quills. Each quill does 1d-4 impaling damage – roll randomly to determine hit location (p. B203). If a quill hits the head, roll again – a roll of 3 or 4 means that the quill hits the eyeslit!

As with the regular porcupine, anyone entering the hystrix's hex may take quills. The unfortunate victim may take up to six quills in one turn (roll 1 die), with the effects described above.

Ice-Covered Bear

ST: 40-45 **Move/Dodge:** 7/7 **Size:** 3 hexes
DX: 12 **PD/DR:** 3/4 **Weight:** 1,400-1,600 lbs.
IQ: 5 **Damage:** 2d+1 cut# **Origin:** ML (Eskimo)
HT: 14/35 **Reach:** C,I **Habitat:** A

The ice-covered bear is a magical variety of polar bear. This remarkable creature has a mana organ that continuously creates a thick coating of ice over its fur, giving it extra PD and DR (represented in the figures above). In addition, if it concentrates for one second, it can cast a spell that will do 2d frostbite damage to an individual. Its skill level is 15, and it can cast it four times before depleting the mana available for it; it takes one hour to “regenerate” one use of the spell. The frostbite spell is resisted by HT, and its skill is reduced normally for range.

The bear is constantly hungry, and attacks anything that moves. It is a berserker (see p. B31). It bites for 2d+1 cutting in close combat, or strikes with its paws from one hex for 2d crushing damage.

Iemisch

ST: 15-19 **Move/Dodge:** 8/6# **Size:** 2 hexes
DX: 13 **PD/DR:** 1/1 **Weight:** 200-250 lbs.
IQ: 5 **Damage:** 1d cut **Origin:** ML (SAI)
HT: 15/16-20 **Reach:** C **Habitats:** FW, J

The iemisch is a ferocious giant otter found in tropical rivers. It is diurnal, and solitary most of the year, but commonly found in pairs during mating season (early fall). It is a fast swimmer and can hold its breath for hours. As a result, attempts to hunt it usually prove fruitless – after the first sighting, it can be miles away while the hunters are still searching the reeds near where they saw it.

The iemisch is hunted for its tongue, which is rich in mana. However, it is as often the hunter as it is the hunted – it has a fondness for human flesh. It is very cautious, though, and will not openly attack a large party, instead preferring to attack lone individuals from ambush. It will attempt to drag its prey underwater, to escape any possible interference.

Its tongue can store up to 10 Fatigue points of mana, giving it the ability to cast a spell that silences its victim. The spell is known at level 15, and the subject of the spell resists with IQ. If the iemisch wins, the victim may not make a sound for 5 minutes. It may cast this spell five times before depleting its mana; each use takes an hour to recharge.

The iemisch will usually bite to grapple a limb, then try to pull its victim underwater (contest of ST) to drown it (see *Swimming*, p. B91). Its bite does 1 die cutting damage. It has Speed 8 in water, Speed 4 on land. Dragging the average person, the iemisch can swim 3 yards per turn.

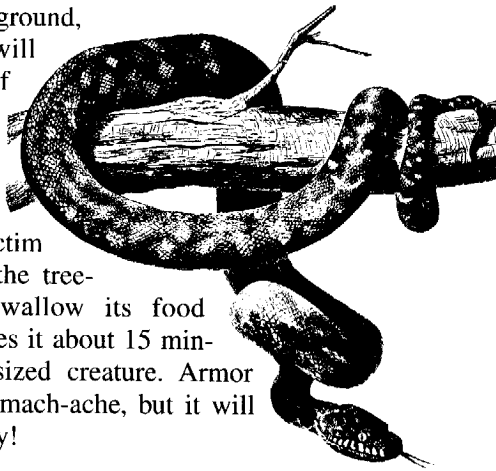


Ikonkola

ST: 25-30 **Move/Dodge:** 10/8 **Size:** 20 hexes
DX: 15 **PD/DR:** 1/1 **Weight:** 300 lbs.#
IQ: 3 **Damage:** 1d+2 imp# **Origin:** ML (Africa)
HT: 14/40 **Reach:** C-2 **Habitat:** J

An ikonkola is a very long snake of the jungle treetops. It is magical, having an inherent ability that reduces the effects of gravity so that slim treetops can support its vast bulk. It never comes to earth, and has been seen leaping over rivers from treetop to treetop! It does not quite fly, but the spell lets it move as if its weight were only 10 lbs.

Ikonkolas are up to 20 yards long and one yard wide. Their fangs are long and sharp, doing 1d+2 impaling damage. In addition, they inject a type J venom for 1d+1 damage. They always strike from above, and aim for the head (at no penalty – see p. B124). They can strike down from trees as much as 6 feet to attack a victim's head. Once the victim has fallen to the ground, the ikonkola will wrap its rear half around the trunk of a tree and glide the rest of its length down to entwine the victim and pull it into the treetops. It must swallow its food whole, which takes it about 15 minutes for a man-sized creature. Armor may give it a stomach-ache, but it will swallow it anyway!



Jaculus

ST: 2-4 **Move/Dodge:** 15/7# **Size:** <1 hex
DX: 14 **PD/DR:** 0/0 **Weight:** 1-2 lbs.
IQ: 3 **Damage:** * **Origin:** ML (Europe)
HT: 13/2-4 **Reach:** C **Habitats:** F, J

A jaculus is a winged snake that is fond of gliding from trees onto passers-by. It can fly as fast as most horses can run. It is small – no more than three feet long – but has a virulent Type C venom that breaks down muscle tissue, doing 2d-1 damage. Unlike other snakes, the jaculus does not have to swallow its prey whole; its teeth are designed for cutting, allowing it to consume even large mammals a bit at a time. It is a solitary animal, active dawn to dusk in the summer, afternoons in the fall and spring. During the winter, it hibernates underground.

The jaculus attacks by swooping from above, attempting to coil around the victim's neck (Contest of DX; the victim is at -2 for being attacked from above). On the following turn, it will bite at the most exposed location on the upper part of the body. The bite can penetrate DR 2 armor.

On the turn after a successful attack, the jaculus will take to the air again, attacking others in the party or waiting for its victim to drop. On the ground, a jaculus has Speed 3.

Jezenky

ST: 25-35 **Move/Dodge:** 15/8 **Size:** 2 hexes
DX: 14 **PD/DR:** 2/3 **Weight:** 700 lbs.
IQ: 10 **Damage:** 2d-1 cut# **Origin:** ML (Czech)
HT: 14/30 **Reach:** C **Habitats:** F, M

This monster is of very dreadful appearance – a -3 to any Fright Check! It has an evil-looking human face with boar's tusks on a sow's body. The legs are those of a horse. It eats any human it can find, but prefers children.

It attacks humans on sight, charging and goring for 2d-1 cutting damage. It will then trample for 1d crushing. It can also cut with its tusks while in close combat, but only for 1d+1 cutting damage.

They are active at any time, and are usually solitary, but occasionally groups have been seen together.

Kaliya

ST: 25 **Move/Dodge:** 5/7# **Size:** 6 hexes
DX: 13 **PD/DR:** 2/3 **Weight:** 600 lbs.
IQ: 4 **Damage:** 1d cr# **Origin:** ML (India)
HT: 13/20 **Reach:** C,1 **Habitat:** FW

Kaliya is a unique 5-headed river serpent with magical powers. Each of the heads can strike in a single turn – and each injects a different venom!

Kaliya lives only on the bottom of a wide, slow bend of a river. The water for 20 yards around it burns the skin – treat it as being a hex of flame, as per p. B129. It can come out of the river for up to an hour at a time (move on land is 4), but there is no fire effect while it is on land.

Kaliya attacks with its heads into any adjacent front or side hex, and can also grapple for constricting damage of 1d crushing. One head is supreme, and may penetrate up to DR 4 with its fangs, though the bite itself does no damage. The other heads may penetrate up to DR 2.

The chief head injects a type J venom for 2d damage. The others inject types B, C, D, and G for 1d+2 each.

It takes 6 cutting damage to cut off a single head: -3 to target an individual neck. The supreme head takes 8 cutting damage.

It is active any time, and usually solitary.

Rumor: It is said that the Kaliya leads an army of lesser, one-headed snakes, probably cobras.

Kaushal

ST: 26-30 **Move/Dodge:** 9/7 **Size:** 2 hexes
DX: 12 **PD/DR:** 1/2 **Weight:** 1,000 lbs.
IQ: 5 **Damage:** 1d+2 cut# **Origin:** ML (Arabic)
HT: 15/20 **Reach:** C,1 **Habitats:** D, M

A kaushal is a hybrid bear with the legs of a wild ass. It has the berserk temperament of the former with the speed of the latter.

Fortunately, these animals are very timid around people, and will not attack unless they feel endangered in some way.



Because they live in remote areas and don't encounter people often, even the sight of humans is enough to make them feel threatened!

Kaushals attack in close combat with their teeth for 1d+2 cutting damage, or kick to the rear hex for 1d-1 crushing.

If wounded, a kaushal will probably go berserk – see p. B31. They are diurnal animals, usually solitary except in the mating season (early fall).

Kekeko

ST: 4 **Move/Dodge:** 14/7 **Size:** <1 hex
DX: 13 **PD/DR:** 0/0 **Weight:** 5 lbs.
IQ: 15 **Damage:** – **Origin:** ML (Indonesia)
HT: 15/4 **Reach:** – **Habitats:** J, F

The kekeko is an intelligent, talking bird, friendly to the downtrodden and needy. It is a special friend of children, orphans and those in desperate straits. It is about the size of a parrot, and looks similar, though its beak is much smaller. It knows a few magic spells, and never attacks anything. It speaks the local languages, but will not know tongues from too far away. It is intensely bothered by evil people and monsters, and will help those striving to wipe out wickedness in the world.

The kekeko is actually very nosy, and will never pass up a chance to eavesdrop on travelers. It knows of most unusual events in its forest, but will only communicate news to those who are lost without it, and who are basically good people. It may spy on the party for awhile, listening from well-hidden branches. It will follow strangers for days without revealing itself, trying to find out why they are in its territory.

Those who are lost, starving, badly wounded, and so on, may meet the bird face to face – though from a safe distance. It will politely ask names, mission, and condition – even though it may already know these things. If it deems the mission – and the people – to be worthy and the party's condition to be really hopeless, it will offer aid. This will usually take the form of information: the location of edible plants and poisonous ones to avoid, which water is wholesome and which is not, the whereabouts of the evil they are trying to destroy or the holy hermit they are trying to consult, dangerous animals to beware of, and so on. It is oblivious to the world outside its forest, except for what it's picked up in the way of rumor from those traveling through.

It can also cast a few spells. It knows Minor Healing (p. B162) at level 15, but can only cast it once for each person. It also knows Bravery (p. B164) to hearten the discouraged, and Peaceful Sleep (p. M58) to refresh the weary. This last spell simply allows the subject to get an undisturbed night's sleep, as well as protecting against nightmares, both natural and magically induced. The sleep period counts double in terms of ST and HT recovery. Duration is eight hours.

The kekeko is diurnal by nature, but may stay active at night to help humans or snoop on their conversation. It will stand guard over a sleeping child, for example, but must rest part of the next day in that case. No one has ever seen two kekekos together.

Kelpie

ST: 48-60 **Move/Dodge:** 12/6 **Size:** 3 hexes
DX: 13 **PD/DR:** 2/2 **Weight:** 1,000-1,200 lbs.
IQ: 8 **Damage:** * **Origin:** ML (Celtic)
HT: 17/24-30 **Reach:** R,C,1 **Habitat:** FW

The kelpie is a malicious water-spirit that takes the form of a horse. It is active only at night. No more than one kelpie lives in any lake or river at a time. It is immune to all magic spells including missile spells, but not magic items. Ordinary weapons do only half damage to a kelpie, and the Animal Empathy advantage and Animal Handling skills are not effective – the kelpie is not a true animal.

Kelpies resent trespass – those who fish, swim or even drink at a kelpie's lake or river are in trouble. They can be propitiated with gifts before trespassing, but never afterwards.

A kelpie will attack if it thinks it can destroy the offenders, but prefers a more subtle revenge – it curses the transgressors with the Unluckiness disadvantage (p. B37). This is only temporary, and will lead to a single misfortune that will come to pass within 48 hours. The curse may be resisted with a roll against Will – the kelpie's skill at cursing is 15.

The kelpie must rise to the surface and be within three yards of the victim to cast the curse. It may cast one curse per turn, and only one curse per target. Note that this is not the same as the Curse spell.

If a kelpie actually attacks, it kicks to any front or rear hex for 1d+2 crushing damage or bites for 1 die cutting, close combat. It can come on shore, but prefers not to. It moves in or under the water at the same speed it moves on land, and breathes water and air equally well.

Rumor: Sometimes the kelpie is said to be able to breathe fire. If so, treat as for the kakutan, p. 88. This may also be the Phantom Flame spell, p. 107.



Kilin

ST: 15 **Move/Dodge:** 18/9 **Size:** 2 hexes
DX: 16 **PD/DR:** 0/0 **Weight:** 300 lbs
IQ: 19 **Damage:** 1d-1 cr **Origin:** ML (China)
HT: 17 **Reach:** C **Habitats:** Any

This is the Chinese “unicorn,” also known as Chi Lin or Ki Rin.

The Kilin rule as princes of the four-footed animals. The name is a combination of the male and female names of the same animal: the male is the ki, the female the lin. They look like tawny short-necked giraffes, with infinitely wise eyes. Most versions of Kilin have no horn, though some are said to have a single horn with a fleshy tip – useless as a weapon. In melee, they lash out with their hooves.

When Kilin wish, they may walk straight up or down through the air, at their normal speed. These animals do not speak aloud, but they can spit out jade tablets with words inscribed on them. Each tablet contains \$500 worth of jade. Kilin know all Animal spells from the *GURPS Basic Set*. They are invisible unless they choose to be seen. Kilin allow mortals to glimpse them when some great man walks the earth.

The Princes of Four-Foots bring prophecies and advice to the wise. They also foretell the doom of Heaven’s enemies. Kilin are intensely compassionate but recognize their duty to destroy the enemies of heaven. They may rally heroes for holy quests. Anyone impious enough to commit blasphemy while a Kilin is watching immediately succumbs to a fever. The victim must make an HT roll each day or lose 1d HT. On any day that the roll succeeds, the victim regains a single point of HT. Medicine cannot cure this disease, but the sufferer might win release by performing a quest of atonement.

Konoba

ST: 24-30 **Move/Dodge:** 25/7 **Size:** 2 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 150-200 lbs.
IQ: 4 **Damage:** 2d+1 imp# **Origin:** ML (Africa)
HT: 13/20-24 **Reach:** C **Habitats:** P,D,F

The konoba is a giant shrike (or butcher-bird) native to the west coast of Africa. It shares the habits of its smaller relatives, which are best known for their habit of impaling their prey on thorns. The purpose of this impalement is twofold: it secures the prey for the shrike to tear apart with its beak and claws, and it serves as a way of storing excess food.

Konobas are often found in mated pairs, and are active during the day. They are large enough to prey on humans, and will not hesitate to do so. If you see small animals or even humans impaled on thorn-trees, it’s likely there’s a konoba nearby.

The konoba attacks from above in a swoop, attempting to pierce its prey with its sharp pointed beak. If this fails to dispatch the victim, the bird will peck and claw repeatedly while hovering.

Treat the initial attack as a slam, doing 2d+1 impaling damage if successful. Additional attacks are considered normal attacks, doing 1d+2 cutting damage in close combat.

While hovering, the konoba has Move 8 for combat purposes; on the ground, it has Move 3.

Kraken

ST: 7-20# **Move/Dodge:** 10/6# **Size:** 30-1,000 hexes
DX: 13 **PD/DR:** 3/2 **Weight:** Incredible
IQ: 3 **Damage:** * **Origin:** ML (Europe)
HT: 15/20-200 **Reach:** C-70 **Habitat:** SW

Historically, the name kraken has been used to refer to a number of giant sea creatures – here, it is used to mean a giant squid.

Krakens rarely come near shore, preferring to dwell in the deep ocean. Though their usual prey are whales and large fishes, they will not refuse a human snack or two. They continue to grow throughout their lives and thus range considerably in size – anywhere from a mere 35 feet long to over 100 yards long. The bodies are streamlined, with width being only one-sixth of total length.

The ST listed above is actually for *each* of the kraken’s ten tentacles. Two of these range from 10-70 yards in length (depending on the size of the kraken), with the other eight being much shorter. In diameter, the tentacles run from less than half a yard for the smaller krakens to more than a full yard for the larger ones.

In one turn, the kraken may grapple with two of its tentacles and still defend normally – if it uses more tentacles, it gets no active defense. Out of the water, a tentacle can reach one-third of its length in height. The tentacles get no Dodge, unless the kraken’s body is lying on the surface of the water – it must be able to see to defend.

The turn after it has grappled its victim, the kraken will try to draw its prey towards its beak. Each tentacle can lift 20 times its ST in pounds, and move it at a rate of one yard per second. If a victim is too heavy for one tentacle to lift, the kraken will try to grapple with a second one. Grappling with all tentacles, the kraken can drag up to ten times its own weight at two yards per second. Thus, a large kraken is capable of sinking small ships!

To break free from a tentacle, the victim must roll a Contest of ST (p. B111). An attempt to pull off more than one tentacle can be made – simply add their ST together before rolling the Contest. The tentacles do crushing damage according to their ST. Roll a Quick Contest – the tentacle’s ST vs. the victim’s HT. If the kraken wins, the victim takes as many hits of damage as the kraken won by. Otherwise, nothing happens. In addition, if a victim is dragged below the water, he will begin to drown (see *Drowning*, p. B91). Should he be brought to the mouth still living, the beak does cutting damage based on its ST (see p. B140); its ST is three times that of a tentacle.

Each tentacle can take damage up to 20% of the kraken’s total hit points before being disabled, and can only be amputated by cutting damage. Impaling damage against a kraken’s tentacles is not doubled. *Damage to the tentacles does not affect overall hit points.* Reaching the kraken’s head or vitals normally requires going into the water to attack – the mark of a true hero!



Ku-ilio-loa

ST: 45 **Move/Dodge:** 10/7# **Size:** *
DX: 13 **PD/DR:** 2/4 **Weight:** *
IQ: 6 **Damage:** 2d+1 cut **Origin:** ML (Hawaii)
HT: 13/40 **Reach:** C,1 **Habitats:** M, J

The ku-ilio-loa, or simply ku, is a unique dog-monster of Hawaii, active mostly at night. It is magical, and can fly even though it has no wings – its speed in the air is 18.

The ku can change its size at will. Sometimes it is seen as a small dog, less than two feet high at the shoulder. It can grow to be 12 feet high at the shoulder in one second! In its largest form, it is a 5-hex creature, weighing over 1,000 lbs. At its smallest, it is a 1-hex creature that weighs a mere 40 lbs.

It only attacks as a 5-hex animal – it may approach them as a small, harmless-looking creature, or swoop down on prey from above. After an initial attack from the air (treat as a “Wild Swing” – it needs an 8 to hit), it will land and fight on the ground. It is very fond of human flesh, and will bite and claw for 2d+1 cutting damage. If hard pressed, it will fly away.

Kuchedra

ST: 120 **Move/Dodge:** 4/6 **Size:** 24 hexes
DX: 13 **PD/DR:** 4/7 **Weight:** 30 tons
IQ: 7 **Damage:** 6d imp# **Origin:** ML (Albania)
HT: 14/90 **Reach:** R,C-2 **Habitat:** M

A kuchedra is a giant monster, horrible to see: Fright Check at -4! It is very large, shaped like a hideous woman from the waist up, with scaly green skin and long claws. From the waist down she has the body of a reptile. The tail is long, and carries many razor-sharp tusks along each edge. The red hair on her head writhes like snakes (though it has no other snakelike features), and hangs down to her navel. The eyes glow like smoky lanterns, and she has a terrible roar. The mouth constantly drools a putrid yellow foam. A kuchedra is roughly 12 hexes long and 2 wide, but when she rears up, her first six hexes rise over the seventh.

Kuchedras can speak, but only very simply and crudely. They eat only once a month, but are very fussy eaters: a live maiden is their only food. Their speech is limited to demanding a monthly tribute or threatening to poison the local water supply. They sleep between meals, but not deeply – they hear in their sleep with a skill of 12.

They usually walk on all fours, but can rear up on the hind two legs to strike with a two-hex reach with the front claws, which do 6d impaling. They can also do a tail sweep, up to two hexes on one side or the other of the last 3 hexes. The tail's tusks do 3d cutting to *everyone* it hits in those hexes – they have only DX 11 with the tail, and must roll to hit each target. Anyone hit must make a ST roll or fall down.

They can spit a type B venom for 2d; this doesn't need to break the skin to be effective. This toxin also kills plants and poisons water supplies (2d to anyone drinking such water). The foam that is constantly dribbling from the kuchedra's mouth is the poison, and she has a range of 10 yards. Roll against DX, modified for range – ignore SS and Acc rules.



The kuchedra can be harmed by any weapon, but can only be killed by a silver-edged weapon, which does double damage. If her HT goes below zero, she stops attacking, but will not die unless a silver sword is used – hits below zero HT have no further effect. She will regain 3 HT per day, up to her original amount, unless slain.

A kuchedra will prefer to lair in a large cave near a river. Thus she may poison the water source of any town that is downstream. They live to be very old, and don't even assume the shape described here until they are 200 years old – they spend their first 50 years as a worm! No one has ever seen a male kuchedra, and it is speculated that they are really hermaphroditic.

Rumors: It is said that the tongue of a kuchedra, carefully cut out with a silver sword, is proof against hostile magic. If so, treat it as an item of +5 Magic Resistance, p. M53. The tongue is long and thin, and can be worn like a belt, under clothing if desired.

The old folks of Albania say that the kuchedra's venom cannot harm anyone carrying a cradle! However, a cradle weighs at least 10 lbs. and takes one hand to carry – it cannot be carried in a pack to be effective. The GM may require a successful Block roll with the cradle for it to work. This would be at Block-3 for its awkward shape.



Kugdlugiak

ST: 60-80 **Move/Dodge:** 10/6 **Size:** 10-15 hexes
DX: 12 **PD/DR:** 3/4 **Weight:** 5+ tons
IQ: 3 **Damage:** 3d+2 cr **Origin:** ML (Eskimo)
HT: 13/40-60 **Reach:** C **Habitat:** A

The kugdlugiak is a giant worm, a yard wide, with many small legs. It is very fast, however, and can chase humans across the ice and snow quite efficiently. It burrows in soft snow at a speed of 3, and climbs over rocks at the same speed. Otherwise, use the listed speed.

It has many eyes scattered around its head, and has peripheral vision. As soon as it catches sight of humans, it pursues them – it is always hungry, day and night. It has no teeth or limbs with claws, but its gaping maw is hardened with ice and does 3d+2 crushing damage with each bite.



Lamia

ST: 12-15 **Move/Dodge:** 4/6 **Size:** 2 hexes
DX: 13 **PD/DR:** 1/2 **Weight:** 150-300 lbs.
IQ: 7 **Damage:** * **Origin:** ML (Greece)
HT: 11-14 **Reach:** C **Habitats:** D, Sub

Lamiae are woman-headed snakes. There are many types mentioned in the legends, so many that it is hard to pin down a particular form. All legends agree that the lamia is a vicious enemy of humanity, attacking both openly and through cunning, and having a fondness for the flesh of children.

One common legend has it that the lamia can shapeshift for a limited time. It is able to appear as a beautiful woman for up to half an hour per day, in which time it tries to seduce (nonverbally – it can't speak) a young man into embracing it in some lonely place. At this point, it returns to snake form (one second), constricting its victim in its coils, and drinking his blood as would a vampire.

The lamia does not need to make a DX roll to grapple if she and her victim are already embracing when she shapechanges, or if the victim is charmed (see *Rumor*). Otherwise, normal grapple rules apply.

The lamia's constriction does 1d-3 crushing damage per turn; only plate armor protects. A Contest of ST is needed to break free of the grapple.

The neck bite suffers no penalty for close combat, and no further rolls to hit are needed once the teeth are in the neck – unless the victim succeeds in breaking free. The bite does 3 hits damage per minute as the lamia sucks its victim's blood. It cannot penetrate any armor greater than DR 1.

Rumor: Another legend states that it has the ability to charm its victims. If so, give the lamia the Charm spell (p. 106) at skill 15. The spell takes no time or fatigue to cast, is at a -1 for every hex of distance to the target, and is resisted by IQ. Its effects last for one minute or until the victim is bitten, whichever comes first. The lamia can communicate her orders mentally.

La Velue

ST: 80 **Move/Dodge:** 7/4# **Size:** 3 hexes
DX: 9 **PD/DR:** 3/4# **Weight:** 1½ tons
IQ: 4 **Damage:** 1d cut# **Origin:** ML (France)
HT: 15/25 **Reach:** R,C,1 **Habitat:** F

La Velue is a unique monster, known in English as the Shaggy Beast. It is the size of a large bull, with long green fur and a large nonpoisonous snake's head. Its feet are shaped like tortoise feet (it can swim, even underwater, at Speed 2) and the tail is another snake – this one highly poisonous. The fur has quills scattered throughout, impossible to see until too late. The Shaggy Beast is a nocturnal carnivore, preferring the tender flesh of young women and children above all else – although it will eat livestock, deer, men, and so on if its favorites can't be found.

La Velue can breathe fire (up to Range 3) for 1d+1 damage, but prefers to do so only as a last resort – each breath costs it 20 fatigue. The breath hits automatically (but cannot fire through one figure to get another); the only defense is to Block, or Dodge and Retreat (see *Flame*, p. B129).

It will savagely attack any party that it meets. Its favorite tactic is to charge into the middle of a group of foes, swerving frequently to brush against as many people as possible. Each person attacked in this way must win a Contest of DX or be stabbed with 1-6 quills, each doing 1d-4 impaling damage. Each quill does an additional point of damage coming out unless the victim spends 10 minutes per quill to remove them carefully. A successful Physician roll, by someone else, will halve this time.



As La Velue charges, the large snake-mouth hisses, feinting at its foes. The head can bite for 1d cutting damage. The main attack, though, comes from the snake-tail, which can lash out into any of the rear hexes. The snake-tail has its own DX of 14 and injects a Type A venom (p. 102) doing 2d damage. The venom takes effect after one minute. La Velue can move up to 4 hexes before biting with the snake-tail, and still defend itself normally. The snake-tail can pierce DR 2 armor; it will aim at the most exposed part of its victim. It has full coordination with both heads, and can attack with each, every turn.

If La Velue's opponents are encased in metal armor, it will attempt to knock them down and trample them. In a trample, the monster will do 1d-1 crushing damage; it does less damage than normal for its weight, due to its unusual foot structure.

In the legend, only its tail was vulnerable – in fact, the Shaggy Beast was killed by a blow to the tail. This can be handled in one of three ways, and the players should not know which of these might be true:

A) The beast has a high DR everywhere except the tail. The tail has PD 0, DR 0; all other locations have PD 3, DR 4.

B) La Velue is completely invulnerable except in the tail. Blows to the rest of the body do no damage whatsoever.

C) Blows to the body do half damage, while blows to the tail do full damage.

In all cases, the tail is at -4 to be hit due to its size and movement, and has a Dodge of 7. The tail has PD 0, DR 0. If the tail takes 12 hits in one cutting attack, it is severed and La Velue immediately dies. The killing blow *must* be on the tail, regardless of how the GM decides to play the invulnerability.

Lau

ST: 21	Move/Dodge: 7/7	Size: 2 hexes
DX: 13	PD/DR: 1/2	Weight: 300 lbs.
IQ: 6	Damage: 1d+1 cut	Origin: ML (Andaman)
HT: 17	Reach: C,1	Habitat: J

Lau are hideous creatures that inhabit deep jungles. They are so ugly that humans have been known to faint at the mere sight of them (-4 to Fright Checks). They are *very* secretive, and never come out of the jungle. They are roughly humanoid in shape, but lean on their long front limbs as a gorilla does to walk. Their faces are wart-covered, with slimy, red skin and protruding teeth.

Lau not only eat people, but steal their souls! They cast the Soul Jar spell (p. M64) at level 15 on unconscious victims, then eat the body. The souls are kept in the skulls of previous victims, stopped up with clay. This is a serious matter, as any trapped soul cannot progress to the hereafter – and it's not even in its own skull!

(The Soul Jar spell traps the victim's soul in some object – a skull, in this case. The subject must be unconscious. If the victim returns to consciousness, his center of awareness is still in his body. If the body dies, the consciousness moves to the skull – from which he can hear, see and even cast spells if he knows them at level 21+. Anyone handling the skull can communicate directly with the soul – but after long years of dormancy, a soul might not “awaken” enough to respond. Breaking the skull kills the soul inside, even if the body is still alive. There is no hope of resurrection from such a death.)

It is not known why the lau collect the souls, but they are said to have caves full of them.

They attack from ambush in groups of up to 10. They grapple with their long front arms, then bite for 1d+1 cutting damage. They will not kill victims outright, but will drag them home to steal their souls. They are active at any time.

Rumor: Another breed of lau lives under the sea. These come up to the shore at night, searching for victims, or attack small boats.

Leontophontes

ST: 3	Move/Dodge: 9/5	Size: <1 hex
DX: 11	PD/DR: 1/1	Weight: 4-8 lbs.
IQ: 4	Damage: –	Origin: ML (Europe)
HT: 13/2	Reach: –	Habitats: P, D

A leontophontes is a small animal about the size of a house cat. It has a tail and mane of vegetable material, resembling common bushes. It is difficult to spot; make Vision rolls at -4.

These creatures have no attack, being anteaters with long, sticky tongues instead of teeth. Their flesh is deadly poison to lions, however, doing 4d damage! For this reason, they are captured and killed, their meat being mixed with beef as bait for marauding lions.

Rumor: Their flesh is deadly to *any* animal that eats it. If true, treat it as the *Thanatos* elixir, p. M90. (4d damage if a HT roll is failed; 2d damage if the HT roll is made.)



Lesovik

ST: 20 **Move/Dodge:** 7/7 **Size:** 1 hex
DX: 13 **PD/DR:** 1/2 **Weight:** 800-1,000 lbs.
IQ: 9 **Damage:** 1d+1 cut **Origin:** ML (Russia)
HT: 14/19 **Reach:** C,1 **Habitats:** F,P,S,M,J

Lesovik are nature spirits, which inhabit a particular area, and can assume the shape of *any* animal or plant in their realm – changing shape at will! Those in the forest will take the shape of forest animals – the above stats are for a bear, for example, though the lesovik could just as easily take the form of a squirrel. They never leave footprints, no matter what form they are in, though they are otherwise corporeal. Treat this as a Shapeshifting spell that takes three seconds between shapes, and costs the lesovik no fatigue. See the *GURPS Bestiary* for various animal forms by habitat – each lesovik is bound to a single biome. They understand the speech of all animals in the area, but will not serve as translators unless it suits them to do so. They cannot speak human tongues, but can communicate through gesture.

They protect their holdings fiercely, not bothering the conscientious hunter or woodcutter, but attacking anyone who they feel is abusing their lands. Lesoviks are disturbed by whistling and shouting, though, and will chase away those who persist in those actions. If a very evil and powerful foe (a mage, for instance) settles in their domain, they may try to enlist good people to help them drive the enemy away. They *hate* Orcs and other odious races.

Sometimes there is only one lesovik in an area, sometimes many. If there are more than one, a czar-lesovik is in charge of the others. While not strictly beasts, they have more in common with animals than humans. Lesoviks understand the speech and psychology of animals much better than they do that of people, and will never allow any abuse of any creature in their domain if they can help it.

Leucrocotta

ST: 20-24 **Move/Dodge:** 16/8 **Size:** 2 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 700 lbs.
IQ: 4 **Damage:** 1d+2 cut# **Origin:** ML (Europe)
HT: 13/18-22 **Reach:** C **Habitat:** J

A leucrocotta is a swift animal the size of a donkey, with a badger's head, the legs of a deer, and the neck, tail and chest of a lion. Its huge bizarre grin reveals, instead of teeth, two continuous bones lining its top and bottom jaws. The bones' jagged edges leave no doubt that this animal is a carnivore.

The leucrocotta is a solitary diurnal animal with a taste for human flesh. Its screams and moans imitate the sound of a human in distress, frequently luring the unwary to their deaths. Anyone failing a Naturalist skill roll will be deceived; the GM rolls in secret for each player, at default if necessary.

It will attack a small party of humans on sight. It does not stalk or wait for stragglers – if a party is too large, it will simply go elsewhere. It will avoid iron-clad parties – though it will take “aimed shots” at less armored parts of the body on a single metal-armored PC.



Its bite is its major attack (1d+2 cutting damage in close combat), though it can also kick into any front or back hex for 1 die crushing damage. It will charge in close and All-Out Attack, then wheel to attack anyone trying to get behind it. It will keep up a series of non-stop attacks, hoping to demoralize its opponents and cause flight. It will then single out one foe to take down, letting the rest escape. It will flee if it takes 25 percent of its hit points in wounds.

Leviathan

ST: * **Move/Dodge:** 20/0 **Size:** Vast
DX: 10 **PD/DR:** 5/10 **Weight:** Incalculable
IQ: 4 **Damage:** 25d cut **Origin:** ML (Hebrew)
HT: 15/200+ **Reach:** C **Habitat:** SW

Leviathan, mentioned in the Bible, is the most massive, powerful and awe-inspiring sea monster in the world. It is never described beyond its incredibly thick hide and huge mouth. It may resemble a whale or a dragonlike creature. Perhaps it feeds on kraken as a whale feeds on squid! Its strength and weight are beyond calculation.

It might be seen once in a lifetime, if that. It can swallow whole ships in a single gulp. It would probably not even notice a single foe.

Rumor: It is said that Leviathan is the master of the sea, knowing the Fish Control and Mollusk Control spells (pp. M21-22) at skill 21.



Lilim

ST: 11-15 **Move/Dodge:** 10/7 **Size:** 1 hex
DX: 13 **PD/DR:** 1/1 **Weight:** 180-200 lbs.
IQ: 5 **Damage:** 1d-1 cut **Origin:** ML (Hebrew)
HT: 11-14 **Reach:** C,1 **Habitats:** D, P

Lilim are the descendants of Lilith, Adam's first wife. They are monsters with the hindquarters of a donkey, the body of a human, and the wings of an eagle. They are not rational. Though they have human faces, there is no light of intelligence in their eyes, and their teeth are the teeth of a carnivore.

They can fly at the speed listed above, but move only 6 on the ground, on which they use only two legs. Lilim are the sworn enemies of humanity, since their mother rejected Adam and all his kin. They attack by biting, and can grapple with their hands, but cannot use weapons. They can punch, doing damage as for humans of their ST.

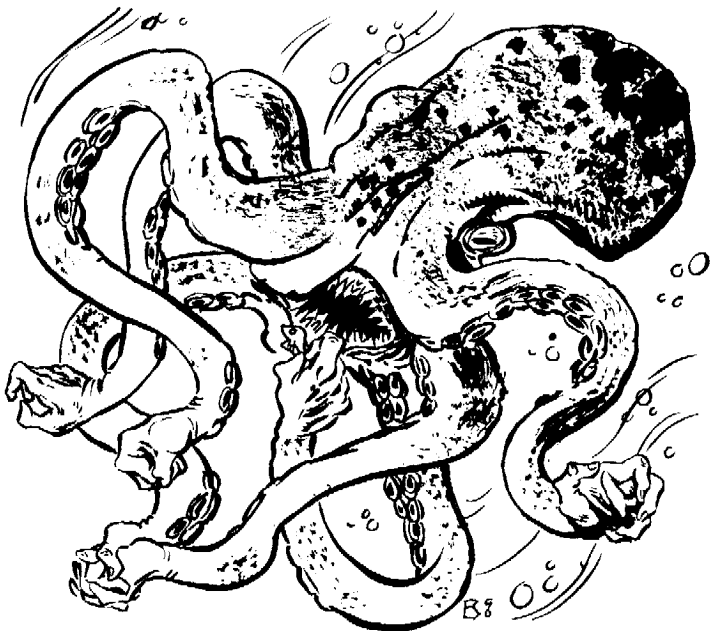
Lilim are found in groups of 5 to 20, and are active any time.

Rumor: Some say that lilim are created daily, and die 24 hours later. They do not eat, and rampage against humanity as a protest against their short existence. If this is so, then Lilith herself must be tracked down to stop their daily creation. Unfortunately, she is a demon with many magic spells, approximately a 1,000-point character!

Lucsa

ST: 12-20# **Move/Dodge:** 4/7 **Size:** 1-7 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 100-500 lbs.
IQ: 3 **Damage:** 2d cut **Origin:** ML (Bahamas)
HT: 12/25-40 **Reach:** 2 **Habitats:** SW,FW,S

The lucsa is a many-handed monster living in shallow water, down to 50 feet deep. It resembles an octopus, but its six tentacles end in hands, not suckers. The body is bony, unlike that of an octopus, and it has teeth rather than a beak.



A lucsa grapples and draws creatures towards its mouth. Each hand has the listed ST – additional hands on the same victim add +2 to its ST. The body never surfaces, but comes very close. The hands have been known to reach onto boats to draw people off, but grope randomly around (-3 to DX) until they feel someone.

If a lucsa actually sees someone, add +3 to its DX in the quick contest to grapple. It draws people towards its mouth by winning a Contest of ST. The lucsa's bite does 2d cutting damage. It takes 3 hits cutting damage to cut through a tentacle, and all six may grapple or pull an opponent in a single turn.

There is a fresh-water variety of lucsa, somewhat smaller, that lives in brackish pools and swamps.

Makara

Makara, Elephant

ST: 80-100 **Move/Dodge:** 8/6# **Size:** 7 hexes
DX: 12 **PD/DR:** 1/2 **Weight:** 1-3 tons
IQ: 6 **Damage:** 1d+1 cr **Origin:** ML (India)
HT: 17/40-50 **Reach:** C **Habitat:** SW

Makara, Goat (Capricorn)

ST: 8-16 **Move/Dodge:** 9/6# **Size:** 1-2 hexes
DX: 13 **PD/DR:** 1/0 **Weight:** 50-400 lbs.
IQ: 4 **Damage:** 1d-2 cr **Origin:** ML (Europe)
HT: 15/6-15 **Reach:** C **Habitat:** SW

Makara, Horse (Hippocampus)

ST: 32-40 **Move/Dodge:** 12/6# **Size:** 3 hexes
DX: 9 **PD/DR:** 0/0 **Weight:** ½-1 ton
IQ: 6 **Damage:** 1d cr **Origin:** ML (Europe)
HT: 13-16 **Reach:** C **Habitat:** SW

Makara, Tiger

ST: 26-32 **Move/Dodge:** 10/7# **Size:** 2 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 300-500 lbs.
IQ: 6 **Damage:** 2d-1 cut **Origin:** ML (India)
HT: 15/25-30 **Reach:** C **Habitat:** SW

Makara is a generic Sanskrit word meaning any fabulous beast that is half fish, half mammal. Our western Capricorn (half goat, half fish) could be considered a makara. There are also elephant makaras, lion makaras, tiger makaras, and so on – in fact, mermaids could be considered makaras! A horse makara is also known as a hippocampus.

The GM may invent other types of Makara. The stats are dependent on the species – elephant makaras are stronger but less dextrous than goat makaras, for example.

The nature of any particular makara is also left up to the GM. Some are inimical to man, some friendly, some can be swayed either way. Others are tricksters that help humans, but love to tease them first. This nature doesn't even seem to be species-related – some tiger makaras help and some attack.





Makaras have limited intelligence. They cannot speak (mermaids are an exception), nor do they understand human speech. They can sense distress, however, and will respond to it according to their individual natures. After a shipwreck, for example, one might show up to aid – or eat – the survivors.

Those makaras which aid people will intuitively understand most basic needs – food, fresh water, land, protection from sharks, and so on. They will not aid quests beyond these universal needs – no locating the long lost Wish Ring of Count Bufo, for example. Likewise, they will not help recover dropped weapons, backpacks or other possessions. They will sometimes allow themselves to be ridden – make a reaction roll.

Those makaras which are inimical to humans will attack ravenously. For makaras that can be swayed either way, make a reaction roll with appropriate modifiers.

A makara *can* come onto land, but is extremely handicapped if it does so. On land, its Speed is 1, and DX is halved for all purposes; it must return to water within one hour, or lose 1 hit point per minute thereafter.

Manticore

ST: 20-25 **Move/Dodge:** 7/7 **Size:** 2 hexes
DX: 15 **PD/DR:** 0/2 **Weight:** 400-600 lbs.
IQ: 10 **Damage:** * **Origin:** ML (Europe)
HT: 14/16-20 **Reach:** C,1 **Habitats:** D,M,F,J

These rare monsters have sharp-toothed human heads, the bodies of lions, and the poisoned tails of scorpions. They are found only in the most remote wilderness. Manticores combine a human intelligence with a malicious nature. Though

they do not use tools, they are not “animals,” and cannot be controlled by animal-control spells. They despise all other intelligent creatures, though they may cooperate if bribed or threatened.

In close combat, the manticore attacks by biting and clawing for 1d+1 cutting damage. However, it normally uses its poisoned sting instead. This has a reach of one hex in all directions from the manticore’s rear hex. To hit with the sting, the manticore must roll its DX. Any attempt to parry the sting is at -2. The sting will penetrate DR 1 or 2, but will be deflected by greater armor. It injects a Type C venom doing 3d damage.

A foe with an edged weapon may attempt to cut the sting off. It is -4 to be hit and has DR 2. It is severed if it takes 6 hits cutting damage or crippled if it takes 6 hits crushing damage. Impaling weapons get no damage bonus against the tail, and any excess damage is lost.

Anyone killed by the poison will quickly bloat and liquefy . . . food for the manticore.

Mantis, Giant

ST: 30-36 **Move/Dodge:** 5/7 **Size:** 3 hexes
DX: 15 **PD/DR:** 3/3 **Weight:** 400-600 lbs.
IQ: 2 **Damage:** 2d-1 cut# **Origin:** F
HT: 15/16-20 **Reach:** C,1 **Habitat:** F, J, S

The giant mantis stands on four of its six legs, towering up to 8 feet in height. The other two legs, armed with wicked spikes, are used to seize and hold prey. A solitary ambusher, the mantis hides in bushes near game trails (IQ-4 to be spotted), waiting for unwary passers-by.

As its prospective dinner enters an adjacent hex, it lashes out with both forefeet, grabbing its victim. Treat this as an attack at 1-hex reach that grapples if the victim loses the Contest of DX. Once it grapples its victim, the mantis begins to feast, generally biting its prey on the neck first to kill it.

The mantis’s forelegs do 1d impaling damage on the turn that it grapples. Breaking free from the mantis’s grapple requires either a successful Contest of ST or doing enough damage to cripple the limbs (crippling one leg halves the mantis’s ST for grappling). The mantis’s bite does 2d-1 cutting damage; it will usually bite only after having grappled its prey.

Marool

ST: 18-23 **Move/Dodge:** 6/0 **Size:** 1 hex
DX: 14 **PD/DR:** 1/2 **Weight:** 250 lbs.
IQ: 3 **Damage:** 1d+1 cut# **Origin:** ML (Celtic)
HT: 15-20 **Reach:** C,1 **Habitats:** SW, Coasts

A marool is a hideous reptilian humanoid. It walks on two feet, is green, has webbing between its fingers and toes, and gill slits in its throat. It is the size of a large man, and its face resembles that of a fish – a fish with fangs! Its fingers have long, sharp claws, and it craves human flesh.

The marool comes on shore only in storms. It breathes air, but not well, and must return to the sea an hour after leaving it. It walks on two legs, moving 6 on land or in water.



When it finds people, it tears into them like a shark in a feeding frenzy. A marool All-out Attacks every turn, making two attacks. It has a reach of 1 hex with its claws, which do 1d+1 cutting damage. It can bite in close combat for 1d impaling damage.

It fights to the death, or to the end of the storm, or to the end of its hour. A marool is not intelligent, and speaks no languages.

Medusa

ST: 11 **Move/Dodge:** 6/6 **Size:** 1 hex
DX: 12 **PD/DR:** 3/5 **Weight:** 140 lbs.
IQ: 10 **Damage:** 1d-2 cut# **Origin:** ML (Greece)
HT: 13 **Reach:** R,C **Habitat:** Sub*

Medusa is the only mortal of the three Gorgon sisters. She is a unique winged creature, covered with hard dragon scales. She has snakes for hair, and anyone who looks at her is turned to stone. The oldest tales said nothing of a human head – they reported that the Gorgons were a type of dragon. Yet by the time of the classical Greeks, Medusa was represented with a human face. She was finally slain by Perseus, and he needed five magical items to accomplish the task!

Treat Medusa (and the other Gorgons) as having an inborn, automatic Flesh to Stone spell (p. M29). The Medusa is inherently magical; the spell costs her no fatigue and is always in effect. Her natural skill level with the spell is 15; it is resisted by the victim's HT. Anyone who looks directly at Medusa and fails the resistance roll becomes completely petrified – a stone statue. A new resistance roll is needed *every second* that Medusa is viewed! The effect is permanent unless reversed by another spell.

The spell immediately goes into effect when the victim looks at Medusa; it does not count as an action for her. The petrification may be reversed by a Stone to Flesh spell, Remove Curse or Great Wish.

Anyone looking at a reflection of Medusa is not affected by the Flesh to Stone spell. Anyone fighting while looking in a mirror is at -5; attacks with eyes closed are at a -10 penalty. Bronze mirrors cost \$50 at TL2 and TL3.

Medusa can attack with her claws for 1d-2 cutting damage, reach 1 or in close combat. The Speed listed above is for ground movement; in flight, Medusa has a Speed of 12.

The GM may create an entire race of gorgons – if so, they have the same stats and description as Medusa, and all are mortal. Anyone who once resists being turned to stone by a gorgon becomes immune to *that* gorgon's petrifying ability, but not to other gorgons.

The original gorgons lived on an island, removed from human society. They may live wherever humans wouldn't normally come.

Rumor: There is a medieval rumor of partial Stone to Flesh effect, though the ancient Greeks say nothing about this.

Anyone who fails the resistance roll by 5 or more is a statue, period. But should someone fail a resistance roll by less than that, he is only partly turned to stone. For every *one* point he fails the roll by, his DX is reduced by -2. For every *two*

points he fails the roll by, his Toughness is increased by +1! The skin becomes grayish, acrobatics become impossible and even the intellect gets a little thick: -1 IQ for every two points by which the roll is missed.

The condition is reversed as per full petrification. If he looks again at the medusa, he must make another resistance roll. Failure is cumulative: failing the first roll by 3 and the second by 2 means he's totally petrified.

Mermecoleon

ST: 30-36 **Move/Dodge:** 8/6 **Size:** 2 hexes
DX: 12 **PD/DR:** 2/2 **Weight:** 300-500 lbs.
IQ: 4 **Damage:** 2d-1 cut **Origin:** ML (Europe)
HT: 15/22-28 **Reach:** C **Habitat:** D

A curious beast, half lion, half giant ant. One must assume a magical origin, possibly the experiment of an insane mage. At any rate, one meets these in the desert occasionally.

They cannot eat, so their time on earth is undoubtedly limited. The ant part of them rejects the meat that the lion half tries to eat. Maybe this explains their savage attacks on everything they meet – they are trying (in vain) to find sustenance. No one knows how they arrive at adult size or how long they live.

The mermecoleon attacks like a lion, biting and clawing in close combat, but its speed and strength are affected by its ant origins – it is slower and stronger than a lion. Treat it as an especially vicious lion, except that it cannot eat its kills.



Mermex

ST: 12-16 **Move/Dodge:** 7/7 **Size:** 2 hexes
DX: 12 **PD/DR:** 2/2 **Weight:** 50-75 lbs.
IQ: 3 **Dmg:** 1d+1 cut# **Origin:** ML (Europe)
HT: 15/15-20 **Reach:** C **Habitat:** D, P

Mermexes are giant ants that live in large underground nests containing scores or even hundreds of individuals. Some have huge tusks, like a boar. They are communally minded creatures, each working for the good of the nest. They have no individuality.

Mermexes are divided into soldier and worker castes – only soldiers have tusks. For every soldier in the colony, there will be 10-15 workers. Soldiers will be at the high end of the given stats, workers at the low end. The workers don't attack at all – they seek non-moving food and gold. The soldiers are often hunters, and will attack living creatures as food, as well as defend the nests. Foraging parties number from 2-12 individuals.

While foraging, the mermexes leave chemical trails behind them. If a mermex finds food (humans qualify) or a vein of gold and returns to the nest, many will follow the trail back to the food source. These giant ants can carry many times their own weight. A single worker mermex at 50 lbs. could drag a human body back to the nest.

Since ants have no use for most valuables, the armor and possessions of their victims will be scattered around the hill, or possibly stacked in "burial chambers" along with dead ants and other trash. The exception is gold – mermexes love gold, will kill for gold, and hoard as much as they can. They are skilled miners. No one knows why they have this passion, but their nests can yield anywhere from \$5,000 to \$100,000 in gold, depending on the size of the nest and how recent the last human raid was. (No one knows why, but humans seem drawn to gold, too.) Mermexes bitterly resent losing their gold, and will tirelessly track thieves for up to ten miles! They can attack at night, though they are usually diurnal animals.

Mermex soldiers attack with their tusks for 1d+1 cutting damage. The workers fight with their mandibles, doing 1d-1 crushing damage. Workers also secrete formic acid, doing an extra two points of damage after penetrating DR. Soldiers can squirt formic acid at DX, doing 1 die of damage: SS 10, Acc 0, 1/2D N/A, Max 6.

Rumor: Some ancient authors describe the mermex as a cat-dog hybrid! The only difference in the stats would be DX 14, IQ 5, PD/DR 1/1, and Move/Dodge 10/8. They still have the same underground nests, communal nature, and lust for gold.

Mormo

ST: 14 **Move/Dodge:** 7/8 **Size:** 2 hexes
DX: 14 **PD/DR:** 1/2 **Weight:** 200 lbs.
IQ: 5 **Damage:** 1d-1 cut# **Origin:** ML (Greek)
HT: 14 **Reach:** C **Habitats:** F, P

Mormos are wolf/snake hybrids. Their heads are lupine, as are their legs, but the rest of the body is pure constrictor.

They are very fond of eating children, Halflings, and other small humans. They will attack full-sized humans only in defense and if they are travelling in a pack. Usually they hunt alone, however, and are active mostly at night.

They attack by biting, but also grapple as for a constrictor – see p. B143. The constriction does 1d-2 crushing damage every turn, and they can continue to bite with the wolf's head! They have no venom.

Rumor: It is believed that some mormos do have venom! Treat this as a type A venom for 1d damage.

Morou-Ngou

ST: 28-35 **Move/Dodge:** 9/7# **Size:** 3 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 400-500 lbs.
IQ: 4 **Damage:** 2d-1 cut **Origin:** ML (Africa)
HT: 14/20-25 **Reach:** C **Habitat:** FW

The morou-ngou is a large water-leopard, fully eight feet long. It lives in the remote jungle in deep lakes, hence its gills and webbed paws. It can come onto land, like an otter, but is more at home in the water. On land, its Speed is 7.

It attacks as a leopard, and is credited with overturning small boats and devouring the occupants. It is a solitary beast, active from late afternoon until early morning – it sleeps in the heat of the day.



Nashlah

ST: 110 **Move/Dodge:** 3/0 **Size:** 20 hexes
DX: 11 **PD/DR:** 3/7# **Weight:** 30+ tons
IQ: 4 **Damage:** 5d cut **Origin:** ML (NAI)
HT: 14/70 **Reach:** C, 1 **Habitat:** FW

The nashlah is a unique river monster of the Clatsop Indians, said to have lived in the Columbia River at one time.



It is large enough to swallow a canoe whole! It is never described fully, but is said to have long hair that hangs from its head down to its waist, so it is apparently a mammal, not a fish or reptile. The GM may describe it as a giant otter or bear with long fur. It is active at any time, and eats as many people as it can. It will attack any river boat, swimmers or people on the shore.

The nashlah is very tough – the hero who slew it broke five weapons on its hide. However, fire affects it as if its DR were only 1. It attacks with its bite for 5d cutting damage – the teeth are described as being numerous, but not big.

Nemean Lion

ST: 36 **Move/Dodge:** 10/7 **Size:** 2 hexes
DX: 13 **PD/DR:** 2/* **Weight:** 700 lbs.
IQ: 4 **Damage:** 2d cut **Origin:** ML (Greek)
HT: 16/30 **Reach:** C,1 **Habitats:** P,J,D,M

The Nemean lion is a unique beast from Greek myth. It is completely invulnerable to all weapons, even magical ones. It is also unaffected by any spell that acts directly on it! In the legend, Heracles had to strangle it to kill it.

Treat it as a normal lion, but of tremendous size and ferocity – see p. B143. It raids villages and towns, carrying off cattle, sheep, and even people if it can.

See p. 111, *Invulnerability*, for ideas on how to kill this animal.

Nhang

ST: 21-25 **Move/Dodge:** 12/* **Size:** 2 hexes
DX: 13 **PD/DR:** 2/3 **Weight:** 300-400 lbs.
IQ: 3 **Damage:** 1d+1 cut **Origin:** ML (Armenia)
HT: 15 **Reach:** C **Habitat:** FW

The nhang is a crocodile-seal hybrid that drinks human and animal blood. It lives in rivers, and is a superb swimmer. On the land it is very clumsy, moving at a speed of one yard per turn.

It is an ambusher, attacking bathers, fishers and people getting water. It attacks from beneath the surface in close combat, very viciously, making all-out attacks for two bites every turn. Its bite is savage, thoroughly ripping the flesh so that a lot of blood flows. If using the bleeding rules on p. B130, double HT loss from such wounds.

The nhang is active at any time, and is solitary.

Nuckelavee

ST: 30-35 **Move/Dodge:** 7/7 **Size:** 3 hexes
DX: 12 **PD/DR:** 1/1 **Weight:** 1,000 lbs.
IQ: 4 **Damage:** 2d-1 cut **Origin:** ML (Celtic)
HT: 14/50 **Reach:** C-2 **Habitats:** SW, Coasts

A nuckelavee is a sea creature that comes on shore at night. It is extremely hideous – -4 to Fright Checks. It has no skin – the raw flesh makes people wince, and the sight of

black blood coursing through yellow veins is disgusting. It is about the size of a horse, and has a vaguely horse-shaped body, with fins for feet. Like a centaur, it has a humanoid body growing where the neck should be – but this body has arms that hang down to the ground and an oversized head a yard in diameter! It has one blood-red eye in the middle of its forehead, and the mouth is huge, seeming to cut its head in half.

The nuckelavee attacks people on sight. Its usual method is to grapple with its arms (reach 2) and then bite for 2d-1 cutting damage. Its breath is poisonous, containing a type H venom for 1d. Anyone grappled must hold their breath or take in the poison – no one else is in danger.

Fortunately, it has one weakness: it fears running fresh water. Anyone who can cross a stream is safe from it – it will not follow. Splashing it with fresh water will make it retreat, also. (Canteen water will not do – the water must be freshly dipped from a river, pond, or lake.)

It has the High Pain Threshold advantage, despite the appearance of the flesh. The only exception to that is that fresh water makes it scream in agony and rage.

Nuddu-waighi

ST: 12 **Move/Dodge:** 12/6# **Size:** 1 hex
DX: 13 **PD/DR:** 1/1 **Weight:** 50 lbs.
IQ: 4 **Damage:** 1d-1 cut **Origin:** ML (Aus Abo)
HT: 13 **Reach:** C **Habitats:** F,J,P

Nuddu-waighis are opossums with wings and long claws. They live in hollow trees, and consider regular opossums to be their kin – they often persecute hunters! The listed speed is for flying – on the ground they have a Move of 3.



They attack at the face with their claws, doing 1d-1 cutting damage. They are only at -3 to target the head, not -5, because they fly right at it. They only attack in close combat, and all close combat rules apply.

They are usually nocturnal, found in communities of up to 15, but if disturbed in the day, they will angrily attack.

Rumor: Some tales say that nuddu-waighis are actually spirits. If so, they are active any time, and only take half damage from any weapon except magic ones.

Nulu-yoon-du

ST: 12 **Move/Dodge:** 7/7 **Size:** 1 hex
DX: 13# **PD/DR:** 0/0 **Weight:** 160 lbs.
IQ: 6 **Damage:** 1d+2 cr# **Origin:** ML (Aus Abo)
HT: 15 **Reach:** C,1 **Habitats:** P, D

These bizarre creatures have grossly deformed faces: -2 to Fright Checks. They are roughly humanoid in body shape and size, but everything is distorted. The limbs are crooked and too short, and the body bulges in strange places.

The faces are primarily stone tomahawks! They have no eyes, but see through their noses. No eyeballs can be seen in the nose, however, so no one can be certain what a nulu-yoon-du can and cannot see. The foreheads come to a blunt, axe-shaped edge, with which they attack.

They attack humans on sight, in order to eat them. They start with a slam with the head. If successful, this slam *does* do damage: 2d crushing. Once they have closed with their enemies, they attack by swinging their heads at them for 1d+2 crushing damage, at one-hex range or in close combat. They are at -2 DX for this type of attack, but at no additional penalty if in close combat. The hands are capable of grappling, but they never use weapons.

They are found in hunting groups of up to ten, but are more often encountered singly or in pairs. They are active only during the day.

Nuye

ST: 20-25 **Move/Dodge:** 12/7 **Size:** 2 hexes
DX: 13 **PD/DR:** 1/1 **Weight:** 300-400 lbs.
IQ: 4 **Damage:** 1d+1 cut **Origin:** ML (Japan)
HT: 16 **Reach:** C,1 **Habitats:** F, M

A nuye is a bizarre bird with the head of a monkey, body of a dog, feet of a tiger and tail of a serpent. The wings are those of an eagle, and are the only birdlike features of the animal. It hunts people, but seems to have a conscience – it cries mournfully as it attacks, kills, and eats a human! The nuye is active only at night, and can see well in almost pitch blackness. They are usually solitary, though two may be encountered if it is nesting season.

It attacks solely with its paws, doing 1d+1 cutting damage. On the ground it moves 8.

Rumor: The flesh of a nuye will cure hiccoughs. A legendary emperor dispatched many warriors to find one to cure his daughter.

Other legends say it is venomous. The teeth are the injecting agency, and can only bite in close combat. They only do 2 hits of damage themselves, but inject a type A venom for 2d.

Nyah-gwaheh

Attacking with surprise (strong form):

ST: 50 **Move/Dodge:** 8/8 **Size:** 5 hexes#
DX: 14 **PD/DR:** 3/4 **Wt:** 2,400-3,000 lbs.
IQ: 5 **Damage:** 2d+2 imp **Origin:** ML (Iroquois)
HT: 14/40 **Reach:** C,1 **Habitat:** F

When fleeing (weak form):

ST: 30 **Move/Dodge:** 7/7 **Size:** 3 hexes#
DX: 12 **PD/DR:** 1/2 **Wt:** 1,600-2,000 lbs.
IQ: 5 **Damage:** 1d+2 cut **Origin:** ML (Iroquois)
HT: 14/30 **Reach:** C,1 **Habitat:** F

The nyah-gwaheh is a monster bear with magic abilities and limitations. It seeks to catch people unaware – it is much deadlier if it is able to do so.

Its usual appearance is that of a very large bear, about 10 feet high when standing erect as a 1-hex creature – on all fours it is a 3-hex creature. When it is able to take prey by surprise, it undergoes a magical transformation. It swells to 150% its size (5-hex on all fours, still 1-hex rearing up), the teeth and claws grow to do impaling damage, and it becomes faster, tougher, and more accurate in its attacks.

A nyah-gwaheh has three additional magic powers. It can cast the Hide Path spell (p. M67); it can cast the Decay spell (p. 106); and it can regenerate lost HT.

It is not a bold animal, despite its formidable size and armament. It automatically casts the Hide Path spell wherever it goes, at a native skill of 15. The GM should make a skill roll once per hour for the nyah-gwaheh. Success means that anyone attempting to track it is at -8 to skill for the next hour's journey! The mana organs are in the feet, and work constantly.

At night, the beast comes out of the forest to raid farms and small villages – even small towns, if it is hungry enough. It has a Stealth skill of 18, and will never betray its presence by growling or wantonly smashing items. It *must* sneak up on a victim to attack.

If the target is surprised, that surprise triggers the magical transformation increasing its power – use the first stats listed above. However, if the prey is aware of the nyah-gwaheh before the final rush, it will turn around and flee. If it is attacked while in this condition, use the second set of stats.

Naturally, adventurers will be hired to track down and kill a nyah-gwaheh, should one be terrorizing a village. As long as the party is tracking it correctly, it cannot attack them, and will only fight if cornered (in weaker form). Should they lose its tracks, it will then stalk the hunters!

This can be handled as simply Tracking rolls at -8 (if the bear was successful in its Hide Path roll), or as a Contest of Tracking skill vs. the Hide Path skill of 15. If the trackers win



three consecutive contests, they have closed with the monster and may attack – it will be in the weak form. But if they lose three consecutive contests, the nyah-gwaheh will have successfully backtracked and is free to burst out from the underbrush from an unexpected quarter – strengthened! The PCs will have one chance to hear it coming at that point – a Quick Contest of its Stealth skill (18) vs. their Hearing ability. If they *do* hear it, it will turn away and the chase is on again.

Should the chase be a long, drawn out affair, the nyah-gwaheh will cast Decay on the party's food at night in an attempt to get them to abandon the hunt. It can Decay 10 lbs of food per night to disgusting uselessness.

In combat, it acts as a bear – see p. B141. It may bear hug like a grizzly, and bite while grappling. In weak form, it will take any good opportunity to flee. In strong form, it fights to the death.

The nyah-gwaheh also has the ability to regenerate 1 HT every 3 seconds, in either condition. This can never go above the starting HT, of course.



Orthus

ST: 16 **Move/Dodge:** 8/7 **Size:** 2 hexes
DX: 12 **PD/DR:** 2/2 **Weight:** 220 lbs.
IQ: 6 **Damage:** 1d cut **Origin:** ML (Greek)
HT: 18 **Reach:** 1 **Habitat:** *

Orthus, also called orthrus, is a unique two-headed dog in Greek mythology. It is the brother of Cerberus and the Hydra, both of which are described elsewhere in this book. It is a large, fierce dog, with two very threatening-looking heads.

The heads have full coordination, and each may attack in a single turn, doing the listed damage. They can attack the same foe, or two different foes. The heads are side by side, and it still has a hex to the rear as a blind spot.

It attacks by biting, at a one-hex reach. The heads may bite into any front hexes. Orthus is an intelligent dog, and served his master loyally in the myth. The GM may assign it as a guard dog for some villain, or even for some friendly NPC, if desired. He is not inherently evil or even especially savage, and may be dealt with at no penalty to Animal Handling rolls. If wild, orthus (or a pack of them, if the GM wishes!) may be found in any land habitat.

Otoroshi

ST: 35 **Move/Dodge:** 9/9 **Size:** 2 hexes
DX: 15 **PD/DR:** 3/5 **Weight:** 400 lbs.
IQ: 5 **Damage:** 2d-1 imp **Origin:** ML (Japan)
HT: 14/30 **Reach:** C **Habitat:** *

An otoroshi is an animal that dwells on the roofs of temples, shrines, and other holy places. It is only found in temples of "good" deities, never where demons are worshipped. Possibly of divine origin, it never needs food.

The otoroshi is large and very hairy, somewhat bigger than a wolf. It has a broad, flat face, with large protruding fangs that do impaling damage. The body is stocky, like a

small bear, and the claws are long and sharp. The fur is over a foot long, and serves well as armor, though there is probably some magical enhancement of its ability to resist damage.

An otoroshi can sense impiety in visitors to the temple. Impiety does not mean sinfulness, but a scornful, cynical or hostile attitude towards the deity of the shrine. If such a person should come within 2 hexes of the rooftop where it dwells, it will pounce on the offender with shrill screams and attempt to tear him to pieces. It will make an all-out attack against a weaponless opponent, but a normal attack against someone with weapons. It will fight to the death, and if it survives, its wounds magically heal within 24 hours. Should the otoroshi be killed, a new one will appear 24 hours later, though no one will see it arrive. They do not leave the temple unless it is abandoned.

There is only one otoroshi per building – but this often means more than one per shrine, if there are multiple buildings. They never sleep, and are constantly alert.

Otoroshi are the sworn enemies of tommoraki, and will drive them off whenever they can.

Ovinnik

ST: 12 **Move/Dodge:** 10/9 **Size:** <1 hex
DX: 16 **PD/DR:** 0/0 **Weight:** 30-40 lbs.
IQ: 7 **Damage:** 1d-1 cut# **Origin:** ML (Russia)
HT: 14/40 **Reach:** R,C **Habitat:** *

An ovinnik is a magical farmyard dweller, but not a helpful one. It looks like a large, jet-black cat with shining eyes, but can bark like a dog and laugh like a human. It is a free-loader by nature, living off farmers – it steals grain, vegetables, chickens and even cooked food. While it will not attack humans outright, it resents any attempts to get rid of it, and will defend itself vigorously. It is also vengeful, and any farmer who tries to prevent it from stealing his food will probably lose at least a barn, and possibly the whole farm, to fires. They are notoriously hard to kill – hence the high HT.



The eyes of an ovinnik contain enough mana to cast 20 fatigue worth of spells. It knows Create Fire and Shape Fire (p. B158), and Phantom Flame (p. 107). The Phantom Flame is often cast if it is merely annoyed – it prefers to give warnings rather than burn down its free lunch! It can also breathe fire if it's desperate, but each breath takes one second of concentration and 4 fatigue from ST. A fire breath has a 2-hex range and does 1d damage.

It can also attack like a cat for 1d-1 cutting damage if necessary. It is extremely stealthy (skill 18), and is active at any time. It likes to skulk around what it considers its property, snooping into the business of any intruders. It cannot understand human speech, however.

Rumor: Some say that the ovinnik is invisible during the day, and can only be seen – barely, due to its color – at night.

Paluc Cat

ST: 23	Move/Dodge: 9/8	Size: 2 hexes
DX: 14	PD/DR: 2/3	Weight: 400 lbs.
IQ: 5	Damage: 1d+1 cut	Origin: ML (Celtic)
HT: 15/20	Reach: C	Habitat: F



The paluc cat is a unique Celtic monster that terrorized a large area for years before finally being killed. It is half large cat (about the size of a leopard, but not spotted) and half wild boar. It has the canniness and claws of the leopard with the short temper and tusks of the boar – a nasty combination. It also has the combat abilities of both animals! It climbs trees well, for example, and can drop onto unsuspecting victims, as well as gore them in a slam!

The paluc cat lives in dense woods, though it will come out to farmlands to find people to eat. If tracked into the woods, it will double back and attempt to charge its foes by surprise from thick bushes. It targets horses' legs, attempting to break them – it succeeds on a damage roll of 6 or more. It will then rear up and attack the rider of the now-fallen horse. The initial charge is that of a boar, but in close combat it fights as a leopard, clawing and biting. Damage is 1d+1 cutting in all forms of attack.

It is a solitary animal that is active any time, and has the Night Vision advantage.

Panchajana

ST: 27	Move/Dodge: 6/7	Size: 1 hex
DX: 13	PD/DR: 3/6	Weight: 250 lbs.
IQ: 7	Damage: 1d+2 cut	Origin: ML (India)
HT: 16/25	Reach: C-2#	Habitat: SW

Panchajana is a unique monster that lives in a conch-shell at the bottom of the sea. However, it can breathe air, and comes on shore periodically to make raids. It eats people, and values their shiny objects, which it keeps in its conch shell. It may appear at any time.

The Panchajana resembles a humanoid crab with tentacles as well as pincers. As it grows, it casts off the old conch shell and takes on a larger one. Any conch shell it has used has magical qualities: when blown as a trumpet, it causes fear in any enemies who hear it. Treat this as a Fear, Panic or Terror spell (pp. 106-107), as the GM allows. There is no modification for distance – if an enemy can hear it, he must resist a skill 15 spell.

All but very old shells, however, will be far too big for a person to carry, since Panchajana is likely to be as big as a human when the PCs encounter it.

In the ocean it swims at the listed speed. On land, it moves at a speed of 4, walking on two legs.

It has two pincers that attack for 1d+2 cutting damage each, and two tentacles that grapple with ST 12 for one, or ST 14 if both grapple the same foe. It may attack with any two limbs in a given turn, and still have an active defense. The pincers can reach one hex, the tentacles two hexes.

It will seek to drown dangerous foes, but merely chop lesser ones to pieces. If it takes half its HT in damage, it will flee, preferably with some gems or gold, and head for the bottom of the sea to recover. The conch shell it lives in will be at least a half-mile off shore and a hundred yards or more deep.

Rumor: Some believe that Panchajana is a demon, in which case its IQ is much higher and it undoubtedly has spells it can cast.

Panther

ST: 20-25 **Move/Dodge:** 9/7 **Size:** 2 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 180-240 lbs.
IQ: 5 **Dmg:** 1d+1 cut **Origin:** ML (Europe)
HT: 15/14-17 **Reach:** C **Habitats:** F,M,D,P

This is not the real panther, but a version of the legendary one. It is a leopard in all ways but one: its breath is so sweet and pleasant that it attracts prey, including humans.

The panther remains hidden in ambush near a trail, breathing across the trail. Anyone approaching within 20 yards (40 for those with Acute Smell or Alertness) may detect the odor – make a Smell roll each turn.

Those who smell the panther's breath must stop and breathe it in – it's heavenly! If the whole party stops, the rest will notice the aroma at this point. Each affected character must make a Will roll to resist going towards the scent. Those who fail the roll suffer effects similar to a Charm spell (p. 106). They must move at 1 hex per turn towards the panther, doing nothing else. They will not be aware that they are under any kind of control.

When a victim comes within 3 hexes of the panther, it will charge out and make an all-out attack (biting twice in close combat). Those under the scent enchantment (including the victim if applicable), are mentally stunned for a turn, and may attempt to recover normally. All others may take their normal actions. The panther will attempt to drag the victim away from the party before devouring him.

Parandrus

ST: 60 **Move/Dodge:** 8/4 **Size:** 3 hexes
DX: 9 **PD/DR:** 2/3 **Weight:** 1,500 lbs.
IQ: 4 **Damage:** 1d+2# **Origin:** ML (Europe)
HT: 18 **Reach:** C **Habitats:** P, J

This herbivore lives in Ethiopia, according to medieval bestiaries. It is the size of an ox, its natural color is that of a brown bear, and it has long hair like a yak. It also has a stag's head with large tufts of hair, as well as huge antlers! The hooves are cloven.

It has the chameleonlike ability to change colors. Thus it is at a -5 to spot. It lives at the edge of the jungle – it likes to be able to graze on plains and escape into jungle when necessary.

The parandrus is reputed to have a bad temper, and will charge humans if it feels threatened or intruded upon. It attacks by slamming with its antlers for 2d crushing, then trampling for 1d+2 crushing damage.

At night they stay in herds of up to 30 for protection, but by day they may wander as much as a mile or two apart.

Paraspider

ST: – **Move/Dodge:** 5-6/0* **Size:** <1 hex
DX: – **PD/DR:** 0/0 **Weight:** –
IQ: 2 **Damage:** 1d* **Origin:** F
HT: – **Reach:** C **Habitats:** M,F,J,S

Paraspiders are ordinary-appearing spiders that have a moderately strong poison. A month after the eggs hatch, when the spiders are nearly full grown, they spin fine webs resembling small sails. These webs catch the breeze, and the spiders take to the air in large groups. Their speed depends on the wind, but they seem to pick days with 10 to 12 mph wind – a move of 5 or 6. They drift with the wind, their webs keeping most of them aloft a long time. They cannot steer or control their movement while in the air.

Any animal that is in their path is likely to run foul of at least one of these wind sailors. As soon as the spider lands on a victim, it bites, injecting a type C poison doing 1d damage per spider. If enough spiders land on the same animal, it dies, and the spiders then suck the blood.

Depending on how many spiders are launched (and the ingenuity of the players in avoiding webs), a party may be hit with quite a few of these. For small numbers, simply swatting a spider kills it; no roll is needed for either hand to hit. In large groups, use the *Swarm* rules, p. B143.

Pazuzu

ST: 65-70 **Move/Dodge:** 20/10# **Size:** 4 hexes
DX: 13 **PD/DR:** 3/4 **Wt:** 900-1,300 lbs.
IQ: 6 **Damage:** 3d cut* **Origin:** ML (Sumerian)
HT: 12/50-60 **Reach:** C,1 **Habitats:** M, D

A pazuzu is a monstrous hybrid creature which originated in ancient Sumeria. A sworn enemy of humanity, it terrorizes whole populations wherever it goes.

A pazuzu is larger than a bull, and has four wings: two with feathers and two resembling a pterodactyl's. The head appears to be human from the nose up, but the mouth and jaws are those of a bulldog. It has a pair of oversized human arms and hands with which it can grapple victims to sting with its scorpion tail. The legs and talons are those of a giant eagle, and the whole body is covered in patches with scales and feathers.

The pazuzu spreads disease. Its tail, which can only sting someone grappled by the hands, does no actual damage, but infects the victim with typhus if a HT-2 roll is failed. (Typhus is described in *GURPS Swashbucklers*, sidebar, p. 79, and *GURPS Compendium II*, sidebar, p. 174. If those books are not available, treat typhus as a severe, contagious "generic" disease, as per p. B133.)

The creature only bites (3d cutting damage, close combat) or attacks with talons (2d impaling, 1 hex reach) in self-defense. Otherwise it grapples a victim with the hands (Quick Contest of DX, reach C or 1) and on the next turn stings automatically with the tail. (The tail can penetrate up to DR 4!) It then lets the victim go, and searches for another victim to infect.

Speed listed is for flying. On the ground, it has Move/Dodge of 6/7. The pazuzu is a solitary, diurnal animal.

Rumors: Some legends have it that the pazuzu can cast most Air college spells. See pp. B157-158, pp. M30-32, and pp. G 24-16.

Others say that the pazuzu is not a creature, but a demon.





Pegasus

ST: 40 **Move/Dodge:** 20/10# **Size:** 3 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 1,100 lbs.
IQ: 7 **Damage:** - **Origin:** ML (Greece)
HT: 15 **Reach:** - **Habitat:** M

Pegasus is a unique flying horse of ancient Greek mythology. In the original legend, it could not be captured or tamed by mortals – Bellerophon tamed it only with the help of a goddess. While never an aggressor, it did allow Bellerophon to shoot his bow from its back. It bucked him off when he tried to ride it to the gates of heaven.

Treat Pegasus as a flying horse that will never attack anything itself; if severely threatened, it will fly away.

The GM may make a whole species of pegasi, but should be aware that a PC with a flying horse can severely change the game balance. This is appropriate for some campaign styles, but will disturb most games. They should be very rare and hard to tame, and it should be very difficult and expensive to purchase one. They are best introduced as a temporary loan to get the adventurers through a tough spot.

A pegasus flies with the aid of mana stored in its feathers. In flight, it has Move 20, Dodge 10. On the ground, it has Move 14, Dodge 7. Flying, it can carry up to Medium encumbrance – reduce Move by 4 for Light encumbrance, and by 8 for Medium.

Pellucidus

ST: 6-16* **Move/Dodge:** 6/6 **Size:** 2 hexes
DX: 13 **PD/DR:** 4/6 **Weight:** 50-150 lbs.
IQ: 3 **Damage:** 1d-1 cr# **Origin:** F
HT: 14-17 **Reach:** C,1 **Habitats:** Sub, FW

Pellucidi are giant cave crayfish, blind animals that move slowly and deliberately. They are pale pink or white in color, about six feet long, with a pair of three-foot-long pincers. They are usually found in underground lakes and rivers, but can come ashore for up to an hour; their speed on land is 2. They can live in surprisingly shallow water, as little as one foot deep, and are rarely found in water deeper than 15 feet.

They are solitary, active at all hours, and attack humans whenever they meet them.

The pellucidus' pincers *each* have up to 16 ST and a 1-hex reach; each does 1d-1 crushing damage (1d for the largest). It attacks with only one pincer at a time. If the attack is successful, the victim will be grappled until he can break free through a successful Contest of ST. On the turn after being grappled, the victim will be drawn to the mandibles which do 1 die cutting damage. The mandibles hit automatically if the victim is grappled.

The other pincer will attack another opponent as soon as the mouth begins chewing on the first victim. Thus, the pellucidus can attack two different opponents in a single turn: one with a pincer, the other with its mouth.

Blind crayfish use their antennae to sense changes in pressure. They can detect movement in water at distances up to 15 yards on a 16 or less. They can also sense changes in air pressure, but not as accurately – they can detect the movement of human-sized prey at up to 10 yards on a 12 or less, and are at -4 to hit while out of the water. The pellucidus will not be able to sense anyone who remains perfectly motionless.

Invisibility and Blur spells have no effect against them, nor does Flash, since they have no eyes. However, if the two antennae (each has 3 hit points, and is at -5 to be hit) are cut off, the pellucidus will be totally blind; cutting off one antenna gives it a -4 penalty to sense motion or to hit. (The antennae regenerate in three days.)

There is also a species of pellucidus – green or brown-colored, with eyesight – that is found in fresh-water streams and lakes. It is extremely rare, however. Such a creature does not depend entirely on its antennae; it is at a -2 to hit if it loses one antenna, or -4 if it loses both.

Peripatus, Giant

ST: 12-18 **Move/Dodge:** 3/6 **Size:** 1-2 hexes
DX: 12 **PD/DR:** 1/1 **Weight:** 60-120 lbs.
IQ: 2 **Damage:** * **Origin:** F
HT: 16 **Reach:** R,C **Habitat:** J

An ordinary peripatus is 1-3 inches long, resembling a hybrid slug-millipede. It lives in tropical jungles under stones, fallen leaves, rotting wood, and in similar damp places. Its skin ranges from dark slate to reddish-brown in color and is velvety to the touch.



The giant peripatus is a *much* larger creature, 3-6 feet long – large enough to do harm to a man! It is active at night, when it may be found on game trails or in clearings, hunting prey. During the day, it burrows into the natural debris of the jungle floor, where it remains completely hidden from the sunlight. Thus, they will not be encountered by anyone walking a trail in the day, but someone leaving the trail might step on one.

When disturbed, the giant peripatus can shoot jets of a milky-white fluid from nozzles on its head. On contact with the air, the fluid thickens into a sticky thread. Treat each thread as a single strand of *very* sticky spider web (DR 3, HT 6, ST 4; see *Webs*, p. 71). The peripatus can shoot out two strands per turn at up to 4-hex range, hitting on a successful DX roll. The webbing will not stick to its own skin, but entangles any victim, reducing DX by -2 until free.

It bites in close combat for 1 die crushing damage, and can rear up to bite at the arms and torso. It will generally seek to web its prey before biting it. It is *extremely* sensitive to dryness, taking double damage from flame, the Dehydrate spell (p. M35) and similar attacks. If exposed to direct sunlight, it will die within two hours.

Peryton

ST: 12-14 **Move/Dodge:** 20/10 **Size:** 2 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 150-250 lbs.
IQ: 4 **Damage:** 1d+1 imp# **Origin:** ML (Europe)
HT: 12-15 **Reach:** C **Habitats:** F,M,P

Perytons combine the form of a deer with the wings of a large bird. Little is known about them other than that they are gregarious flock animals, appearing in groups of a half-dozen or more. They seem to be diurnal – no records exist of a night attack. They attack humans on sight, with no quarter asked or given. They fight to the death, though no peryton will kill more than one victim (see below).



It is said that they are the souls of bloodthirsty humans in animal form. This is surmised from the fact that they cast human shadows. It is also said that the only way for them to regain human form is to kill a human. The fact that each will kill only one human, after which it will wallow in the remains and then fly away, adds credence to this tale. Perytons might also originate from other humanoid races (elves, dwarves, etc.).

They attack with their antlers, swooping down onto their victims from above. Treat this as a slam attack – see p. B112. If the peryton hits, the victim is gored, taking 1d+1 impaling damage. He also suffers any normal knockdown and knockback effects. After a successful slam, the peryton must land – unless it wins the Contest of ST by more than 5 points and “overruns” its victim.

The peryton can also attack with its hooves, kicking or trampling for 1 die crushing damage. Perytons have Speed 20 in the air, 8 on land, 2 swimming.

Physeter

ST: 70-80 **Move/Dodge:** 10/0 **Size:** 20-30 hexes
DX: 8 **PD/DR:** 2/3 **Weight:** 70 tons
IQ: 4 **Damage:** 3d+2 cut **Origin:** ML (Europe)
HT: 13/50 **Reach:** R,C **Habitat:** SW

The physeter is a whale that creates whirlpools. It resembles a small blue whale, but with a mouth more like an orca!

The physeter is able to create a whirlpool with a radius equal to its size. It comes up near or below ships, boats and swimmers and begins to blow, then suck. It stays two yards beneath the surface as it creates its maelstrom. Swimmers, ships and even boats will be drawn toward the center.

Anyone swimming in the area of the whirlpool needs a Swimming roll at -5 and a ST roll at -5 to avoid being sucked two yards per turn toward the center. Making both rolls enables the swimmer to move 1 yard away from the whirlpool. Anyone who enters the central 7 hexes goes “down the spout” and is attacked by the physeter for 3d+2 cutting damage. It attacks only one person per turn. Anyone who it kills is swallowed on the next turn; this counts as an attack.

Small boats require a Boating skill roll at -5 to avoid being drawn two yards toward the whirlpool’s center. Sailors who make these rolls may move the ship five yards away from the axis of the whirlpool if they desire – or they may stay and attack! They will need another roll every second, however! If the boat goes down the spout, its crew will be attacked as above.

Large medieval ships move toward the center at one yard per turn. To avoid this, two skill rolls are needed: a Shiphandling roll by the captain, and a roll at -3 against the average Seamanship of the crew! A success moves the ship two yards away from the center. Ships which reach the center will not be drawn under, but may be cracked open by the force of the whirlpool, spilling the crew into the water. Make the same rolls, each turn, to keep the ship intact; a successful roll moves the ship two yards away, but a failure will crack the ship open.



Plat-eye

ST: * **Move/Dodge:** 7/0 **Size:** 1-2 hexes
DX: 12 **PD/DR:** 0/0 **Weight:** 0
IQ: 7 **Damage:** 3d **Origin:** ML (USA)
HT: * **Reach:** R,C **Habitat:** *

Plat-eyes are insubstantial creatures that devour humans. They appear only at night, and are terrifying to behold – make a Fright Check at -3. The most common form they take is that of a large black dog with glowing eyes. The more one looks at the eyes, the larger they get. Sometimes nothing is seen but the huge eyes, floating above the ground, getting as large as a man.

The eyes can cast the Death Vision spell (p. 106) at level 15, spending no fatigue. They then attack by casting the Total Paralysis spell (p. M24) at level 15 on anyone whose hex they enter. They may be Dodged, but not Blocked or Parried – PD does not help against a plat-eye! The spell is cast on the same turn the plat-eye enters the victim's hex, and may be repeated as many times as desired. (Total Paralysis is resisted by HT. The subject cannot move at all for one minute.)

Should a victim resist the Paralysis spell, he is immune to that spell of that particular plat-eye forever. Those who succumb, however, are subjected to massive damage every turn in which the plat-eye stays in their hex. Starting the turn after paralysis, its touch to a paralyzed person does 3d damage every turn. DR does *not* protect, not even Toughness!

Plat-eyes float just off the ground at a speed of 7, and are immune to all weapon attacks. Certain types of magic will work against them, however, as will the prayers of a "holy" person. Spells that do physical damage, such as most Missile spells or Flame Jet, do no damage to a plat-eye, with one exception: Air Jet does knockback damage. Mind Control, Communication and Empathy, Necromancy and some Protection and Warning, and Metaspells are useful against them. The Flash spell (p. M49) will repel them – they'll leave after being flashed. In general, they can't be *killed*. They can only be banished.

They are found alone or in groups – sometimes as many as 20 have been seen at once!

Poh

ST: 50-60 **Move/Dodge:** 15/8 **Size:** 3 hexes
DX: 13 **PD/DR:** 1/1 **Weight:** 1,000-1,200 lbs.
IQ: 5 **Damage:** 3d cut# **Origin:** ML (China)
HT: 16/25 **Reach:** C,1 **Habitat:** P

The poh resembles a white horse with a black tail, and, like a unicorn, has a single horn protruding from its forehead. It has serrated teeth and its claws are like a tiger's. It mainly feeds on tigers and leopards, although it is reputed to eat humans when its normal prey can't be found! Its howl sounds like a drum-roll.

The poh is very fierce, attacking whenever it sees suitable prey. Its initial attack is a slam, doing 3d impaling damage with the horn. After that, it bites with its teeth for 3d cutting damage.



It is a diurnal animal, and there have been reports of six seen at once. It has no magical qualities at all, nor does its horn. The horn is often sold by swindlers as a unicorn horn, however – roll vs. Naturalist-4 or Merchant-8 to tell them apart. (Testing on some poison is risky, unless one gets the merchant to drink the "purified" poison!)

Because of the poh's savagery, any use of Animal Handling or similar skills is at a -5. However, it has no special degree of magic resistance; Mammal Control works perfectly well on it.

Pong

ST: 20 **Move/Dodge:** 18/9 **Size:** 2 hexes
DX: 12 **PD/DR:** 2/2 **Weight:** 500-600 lbs.
IQ: 8 **Damage:** 2d-1 imp **Origin:** ML (China)
HT: 13/25 **Reach:** C **Habitat:** Island

Pongs are large eaglelike birds. They live on an island in the Eastern Sea, which is strewn with gold and silver. Pongs have little to eat there and often fly inland to catch meat or gobble ears of grain, particularly millet. In battle, they strike with their talons.

Despite their strength, pongs try to make amends when farmers capture them. If a pong is captured unharmed, it will fly its captor to the isle, where one can scoop up treasure. However, the sun there is hot enough to kill humans. Pongs bring people in before dawn, and fly them away when they are



ready. Many greedy souls become entranced by the gold and linger gathering it until the sun rises and scorches them to death. The Pongs themselves are immune to heat damage, even from open flame.

Adventurers can also meet Pongs as servants to powerful spirits, or guardians of magical lands.

One can gather 3d×\$10 worth of gold at once on the Pong's island. Searchers can find additional caches of 1d×\$10 by searching for one hour and making a Vision roll. When the sun rises, the temperature on their island instantly soars from 80° to 250°. This rapid change causes anyone in the open to suffer 2d points damage from shock, and the unearthly glare causes one point of sunburn damage per hour on even the smallest bit of exposed skin. See p. B130 for details on the other effects of high temperatures.

Explorers might hide from the sun by burrowing underground. There are no trees or other sources of shade, except, perhaps, the walls of a Pong's stony rookery. Neither water nor food exists on the island. The Pongs will attack anyone who schemes to stay on their treasure-filled home for more than a day. They consider the sun just punishment for avarice.

Pooka

ST: 35 **Move/Dodge:** 17/8 **Size:** *
DX: 11 **PD/DR:** 3/3 **Weight:** *
IQ: 10 **Damage:** 1d+2 cr **Origin:** ML (Ireland)
HT: 17/23 **Reach:** C **Habitat:** *

The pooka (or puca) is a mischievous spirit-animal. It loves to play practical jokes on people, though it rarely does them harm. It can appear anywhere; habitat is irrelevant. It can speak, is magical, and knows the following spells at skill 15: Shapeshift (p. M22: horse, goat, eagle, bull, ass – it'll never teach any of them), Sense Life (p. B155), Phantom Flame (p. 107, which it casts from its mouth, as if it were a dragon), Aura (p. B163), Mage Sight (p. M49), Invisibility (p. M50 and M12), Great Haste (p. M60), and Levitation (p. M61). It can cast spells for no fatigue – it is inherently magical, and is totally immune to all magic spells and psionic attacks.

Its magical power is strictly nocturnal, though a pooka can be active in the day, usually in the form of a goat (1-hex size). It is insatiably curious, and is always meddling in the affairs of humans, testing them to see what their nature is. The most common tales involve a pooka in horse form (3-hex size) taking a nighttime traveler for a terrifying ride (Fright Check at -4). A rider may occasionally break a bone or two on a rough landing, but this only happens to those who have annoyed the pooka. Polite riders get a slightly milder ride – still thrilling, but with a softer landing! The pooka can be quite forceful about insisting that people ride, usually with a kick (1d+2 cr). It can also bite for 3 hits damage while in horse form.

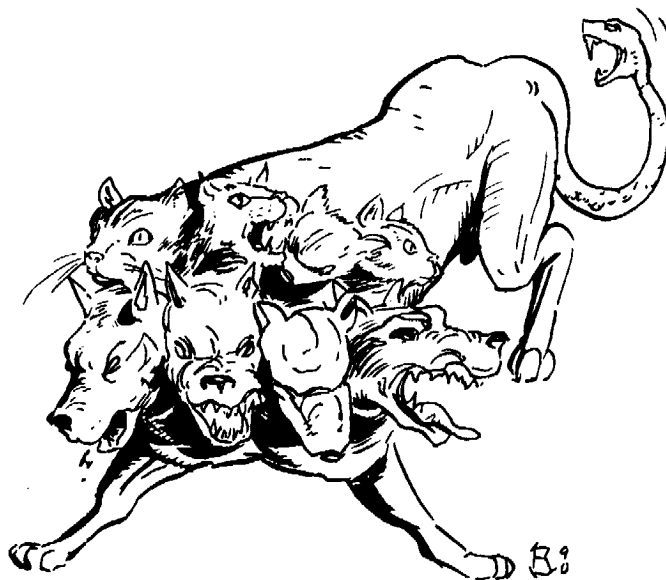
If someone attempts to fight it, it will turn invisible, cast Great Haste, and proceed to kick him into submission, though never to death. If the victim expresses any aggravation or resentment of the pooka's visit, it will be sure to visit again! The only sure way to be rid of one is to sincerely forgive it – roleplay it! Its size and weight depend on the form it is in.

Rumors: Modern legends tell of pookas being helpful – if true, the most common boon granted is the ability to understand animal speech for a limited time. Even in these modern rumors, the pooka will only help genuinely good people – it loves to trick the rest of us.

Many say that it has the ability to be selectively invisible – allowing only certain people to see it. Sometimes this is done to aid people, but it's more likely to be an attempt to make them doubt their sanity! There is even a modern story of a pooka taking the form of a six-foot-tall rabbit, visible only to one "favored" individual.

Poreskoro

ST: 12 **Move/Dodge:** 9/7 **Size:** 1 hex
DX: 13 **PD/DR:** 1/1 **Weight:** 60-80 lbs.
IQ: 5 **Damage:** 1d-1 cut# **Origin:** ML (Romany)
HT: 10-14 **Reach:** R,C,1 **Habitats:** F, M, *



The poreskoro is a unique monster of Gypsy folklore. It is the size of a large dog, and has four dog heads, four cat heads, and a snake for a tail. It is feared more for its disease-causing abilities than its bite, however.

The dog heads can bite in close combat for 1d-1 cutting damage each, and all can bite in the same turn. The viper-tail bites to any rear or side hex for no damage, but injects a type A venom for 1d+1. It can pierce up to DR 1.

The cat heads breathe a jet of disease, only one per turn (but the others can be concentrating). To breathe disease, the cat head must concentrate for three seconds. At that point, it rolls vs. DX to hit someone up to 3 hexes away to any front or side hex. This may be Blocked or Dodged, but not parried. Anyone hit by the poreskoro's breath must make a HT-2 roll, or be infected with the disease of the GM's choice. The poreskoro must spend 2 fatigue per breath.

It is only active at night, and is cowardly rather than fierce. It prefers to slink into camps and breathe on sleeping victims – its Stealth skill is 15.



Pretkin

ST: 2 **Move/Dodge:** 1/* **Size:** <1 hex
DX: 14 **PD/DR:** 0/0 **Weight:** 1 our.cc
IQ: 4 **Damage:** * **Origin:** F
HT: 12/2 **Reach:** C **Habitats:** S, J

This tiny blood-sucking mammal resembles a small, wingless bat with oversized sharp fangs. It has the unpleasant habit of feeding on fresh blood as a vampire does. Its mana organ (the brain) gives it the Teleport spell at level 15 (p. M62). In addition, it has a modified version of the Glass Wall spell (p. M49) that lets it see through armor. Each of these spells can be cast up to four times in a row, and each use takes 15 minutes to "recharge."

The pretkin will teleport up to 20 hexes maximum distance – anything over 10 hexes is -1 to skill. It must make a Body Sense skill roll of 14 in order to bite in the next second – otherwise, it spends a second re-orienting itself. The Glass Wall spell simply allows it to see through armor to the back of the neck, allowing the teleport.

It lives in trees, awaiting victims, and will teleport to the back of the neck, if possible. It can pierce up to DR 1 to draw blood. It is so small that it can teleport inside armor, where there is room. (Most armor has room inside at the joints, at least in the armpit area, groin, and probably the neck, which is its preferred target.) If the PC is preoccupied, the pretkin will not even be felt – it has anesthetic saliva, like a mosquito. (The GM rolls vs. IQ in secret every 2 seconds for to PC to notice the pretkin drawing blood: once when it lands, once on the second turn of drawing blood, two seconds later, etc.)

Fortunately, it only draws 2 HT worth of blood before becoming satiated – that takes 4 seconds per HT. Unfortunately, where there's one pretkin, there are probably a dozen! It is easily killed if hit, but if it feels its host squirming around, it will teleport away – it takes one turn to withdraw the fangs carefully. Thus, a character can swat one if he's wearing light leather armor or less, but the act of trying to swat something inside heavier armor will alarm the pretkin. Active any time, its actual move in the trees is only 1, but it teleports everywhere effortlessly. While feeding, it has no Dodge; when not feeding, it'll never be found.

Qata

ST: 20 **Move/Dodge:** 25/10 **Size:** 2 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 200-400 lbs.
IQ: 4 **Damage:** 1d+2 imp# **Origin:** ML (Arabic)
HT: 15 **Reach:** C **Habitats:** M,P,D

This animal resembles a very large ram, with two forward-pointing horns. It is reputed to be one of the fastest animals on earth, and one of the best-tasting.

While qata do not attack humans, they are very sensitive beasts. They are gregarious, living in herds of between 20 to 50 animals. When humans approach, the females gather the young together and start to run away. They only move at half speed because they stay with the lambs. The males, meanwhile, gather between the herd and the intruders, nervously

watching the humans or other predators. There will be anywhere from 4 to 10 males.

If the males feel the herd is threatened, they will charge. The charge does 1d+2 impaling damage, and the horns are poison. Anyone taking even 1 hit from them is injected with a type B venom for 2d damage. The horns do only 1d impaling damage while attacking without a charge.

They are active only in the daytime.

Rumor: It is said that the male qata has the same weakness for human female virgins for which the unicorn is known, and can be captured the same way – see p. 77.

Qiqirn

ST: 27 **Move/Dodge:** 8/6 **Size:** 2 hexes
DX: 12 **PD/DR:** 1/1 **Weight:** 350 lbs.
IQ: 5 **Damage:** 1d+2 cut# **Origin:** ML (Eskimo)
HT: 15/25 **Reach:** R,C **Habitats:** A, M

A qiqirn is a magical giant dog of the Arctic wastes. The only hair on its body is around the mouth, feet, ears and at the tip of the tail. It spreads madness wherever it goes, and is greatly feared. It may be active at any time, and is a solitary creature.



A qiqern does not attack people outright – in fact, it will only bite to defend itself. It will run away if it takes any damage at all. However, it is attracted to human settlements, and causes fits and madness in people and dogs. Sometimes they follow a group of Eskimo hunters for days!

Any person or dog within 5 yards of a qiqern must make a HT roll *and* an IQ roll. Failure of the HT roll means the victim has acquired the Epilepsy disadvantage (p. B28) for the next hour. Anyone who fails the IQ roll is afflicted with the Madness spell (p. 107) for the next hour. Failing both rolls means being afflicted with both, *one after the other!* (Roll randomly to determine order.) For dogs struck with Madness, read results of rolling a 4 as if a 1 were rolled.

The madness or epilepsy disappears completely when the time expires. The qiqern will attack a human or dog (to eat them) *only* if every party member is affected. Even one person standing up to it will make it keep its distance. Once a person has made a resistance roll, he is immune to that aspect of that particular qiqern forever. However, if he should succumb to the qiqern's powers, he must make another check the next encounter with that monster.

Quiver Beast

ST: 32 **Move/Dodge:** 9/6 **Size:** 2 hexes
DX: 13 **PD/DR:** 1/1 **Weight:** 350 lbs.
IQ: 5 **Damage:** 2d-1 imp **Origin:** F
HT: 14/18 **Reach:** C **Habitats:** P,D,Sub

Quiver beasts are among the most dreaded animals that haunt the ruins of long-dead cities. They are often found near treasure. A quiver beast looks like a huge, hideous dog with over-sized jaws and teeth. It is white with hairless pink tail and ears, standing 4 feet high at the shoulder. Its mana is stored in its hide, which quivers visibly when it casts its innate spell.

Always hungry, they frequently come out of their native plains to search ruins for prey. They've learned that their native talent with magic is more effective against humans than animals, and have become ardent man-eaters.

These animals can cast a powerful (and quick – only one second!) version of the Forgetfulness spell (p. M56) up to 3 times in a row. The spell is at level 15, and is resisted by IQ. The skill for whatever weapon an opponent has in hand is forgotten for one hour if the resistance roll is failed! Unarmed combat skills are never affected, and weapons may still be used at default, of course. If an opponent is holding two weapons, the one he has most recently used against a quiver beast is affected. Otherwise, roll randomly to determine which skill is forgotten. A shield only counts as a weapon if it is all the foe is holding or he has used it to bash a quiver beast.

The quiver beast must concentrate for one second per opponent to cast its spell, and must reconcentrate if the PC should change weapons. Each use of the spell takes an hour to recharge. A mage may cast a hostile spell at a quiver beast, but if *any* quiver beast survives the spell, it will cast Forgetfulness on the mage for that spell – it's then forgotten for an hour if not resisted.

The quiver beast itself attacks in close combat by biting – its oversized teeth result in Impaling damage. Often they will run in packs of up to 8 beasts, and have well-worked out tactics. The leader and his mate stay in the rear, casting spells, while the pack attacks. Standard range modifiers are in effect. They are active whenever they sense an approach into their territory, and attack anything on sight.

Rat, Giant

ST: 6-12 **Move/Dodge:** 7/6 **Size:** 1 hex
DX: 13 **PD/DR:** 1/1 **Weight:** 100-200 lbs.
IQ: 4 **Damage:** 1d-2 cut* **Origin:** F
HT: 17/8-10 **Reach:** C **Habitats:** Sub,F,P,D

Odious creatures, giant rats attack on sight. They are scavengers of the worst sort and often carry disease. Their only redeeming quality is that they scour dungeons and caverns for cadavers, thus preventing outbursts of plague from decaying flesh. However, anyone bitten by a giant rat must roll against HT to avoid the disease of the GM's choice. Giant rats live in packs of 5 to 20, and are active at all times. The largest ones do 1d-1 cutting damage, though the GM is free to create *monstrous* rats of any size he likes!

Raven

see p. 118

Ravener

ST: 30-36 **Move/Dodge:** 10/8 **Size:** 2 hexes#
DX: 15 **PD/DR:** 2/2 **Weight:** 1,500+ lbs.
IQ: 6 **Damage:** 2d cut# **Origin:** F
HT: 16/24-30 **Reach:** C,1 **Habitats:** M, P

The ravener resembles a cross between a bear and a hunch-backed gorilla, with the disposition of a rabid wolverine. It inhabits mountainous regions, caverns and ruins, sometimes venturing out into the plains. It is solitary and active at all hours.

It is a fearsome, cunning carnivore, always on the prowl for food, often hiding near game trails, waiting for prey to come along. On the plains, it will lie in wait in tall grass near a watering hole – its light-colored fur blends with its surroundings (-5 to be seen).

It will not hesitate to attack humans, especially when it can take them by surprise. In combat, it is a terror, often berserking – with all the accompanying advantages and disadvantages (see p. B31) – and fighting to the death.

It is remarkably quick for its size and, due to the apelike structure of its arms, it is quite dextrous with its claw attacks. Its long talons allow it to do 2 dice cutting damage, and its apelike arms give it a 1-hex reach. It can also bite in close combat for 2d-1 cutting. Its manlike hands can be used to grapple, and it has been known to lift and hurl an opponent several yards.

When on all fours, it is a 2-hex creature; standing on its rear legs, it is a 1-hex creature.



Reek

ST: – **Move/Dodge:** 1/0 **Size:** 1 hex
DX: – **PD/DR:** 0/0 **Weight:** 20-60 lbs.
IQ: – **Damage:** * **Origin:** F
HT: 5-20 **Reach:** C **Habitats:** Sub,F,J

A reek is a nasty, slimy creature found in caverns, deep woods and jungles. It looks like a huge decaying lump of brown jelly, though there are some slight color variations. It lives by covering and dissolving organic matter, both living and dead. Reeks hate sunlight and are active any time that it isn't too bright. They are usually solitary, though they can occasionally be found two at a time, as their mating season is year-round. Like worms, reeks are hermaphroditic.

Reeks attack by contact, doing one hit of damage per turn. No DX roll is required – if they can reach the foe's hex, they hit. Armor protects for a number of turns equal to its DR. They ignore impaling weapons, but cuts and blows do normal damage, as does fire. Reeks cannot fall down, be stunned, lose their balance, etc., and there is only the general body to hit. Reeks do not exactly lose consciousness, but become unable to move at 0 HT, and are destroyed when they are at $-3 \times \text{HT}$ (there is no roll at $-\text{HT}$, etc.).



Most reeks cannot climb and aren't fast enough to catch prey. They are most dangerous when unseen – IQ-2 roll to avoid stepping on one in your path! Anyone stepping *into* a reek can pull free only by making a roll against ST; otherwise, the creature must be killed to get it off. All rules about striking into close combat apply.

Some reeks can climb, and use trees or cave walls as platforms to drop from above onto unwary travelers.

Occasional reeks reach gigantic proportions. In general, multiply weight, hit points and damage by the number of hexes of size.

Reeks are not affected by Control Animal spells.

Reeks, Magical

ST: – **Move/Dodge:** 1/0 **Size:** 1 hex
DX: – **PD/DR:** 0/0 **Weight:** 20-60 lbs.
IQ: – **Damage:** * **Origin:** F
HT: 5-20 **Reach:** C **Habitats:** Sub,F,J

Certain types of reeks have magical abilities powered by mana stored in their nuclei. These can cast spells at skill level 15, and store up to 15 "fatigue" points of mana at a time, recharging expended points at a rate of 1 per hour. Unless otherwise specified, treat these as normal reeks for combat purposes.

Other types of magic reeks can be created, ranging from the deadly to the silly.

Confusion Reeks cast a modified version of the Mystic Mist spell (p. 107), over a 3-hex radius area. The spell area must include the hex the reek is in, though it is not necessarily centered on it. Unlike the actual Mystic Mist spell, no Fright Check is needed. Instead, victims must make an IQ + Magic Resistance roll *each turn* or suffer disorientation. Disoriented victims may not choose the direction they wish to go in – roll randomly for *each hex* of movement. People with Absolute Direction are immune, and those who are not confused may lead others. Only the confusion reek is considered "native" to the Mist, and it can cast the spell in 2 seconds.

Decay Reeks can cast both Seek Food (p. M42) and Decay spells (p. 106). They will decay a party's supplies, and eat the rotting remains when it is abandoned. (Seek Food senses the nearest source of food – use the Long Range Distance modifiers on p. B151.)

Glue Reeks leave a trail of magically Glued hexes wherever they go. Treat each hex that the reek spends 5 seconds in as being under the Glue spell (p. 106) for one minute. It cannot maintain the spell. Thus, a glue reek traveling through a cavern at 1 hex every 5 seconds will leave a trail of 12 glued hexes behind it, expiring at different times. They rarely travel in straight lines, and the hexes cannot be distinguished from those around them except with the Mage Sight spell (p. M49). Glue reeks ignore the limit of 15 fatigue that other reeks have.

A glue reek can sense anything caught in one of its glued hexes, like a spider sensing victims in its web. It will speed up to the normal reek move of 1 directly toward a victim – it is immune to its own spell, of course.

Daze Reeks cast the Mental Stun spell (p. 107). Anyone successfully resisting it is immune to that particular reek forever. A victim who fails his resistance roll and is attacked by the reek rolls to recover from the mental stun at +1 per hit taken from the reek.

Pleasure Reeks cast the Emotion Control spell (p. M59), instilling love and joy in their prey – roleplay it! Anyone failing the resistance roll is immensely attracted to the reek, and will even sit by it and take it into his lap. The immobile victim

will continue to be lulled even as the reek consumes him, and will only be aroused to defend the reek!

Rust Reeks have the ability to corrode iron and steel. Their mana organs cast the *Ruin* spell (p. M51), but drastically speeded up in a manner mages have not been able to duplicate. Unlike other reeks, they are often found in groups of 3 to 10. These reeks digest oxidized metal rather than organic material. Rust reeks often live near other types of reeks, since they are not in competition for food.

For every 3 seconds a rust reek is attached to metal armor, the PD and DR of the armor are permanently reduced by 1. When PD 0 and DR 0 are reached, the armor falls apart. (Chainmail doesn't fall apart until the PD and DR for *swing* damage reaches 0.) Note that only one *piece* of any armor will be attacked by any one rust reek – but if the breastplate or back piece falls apart, the whole torso is exposed! It would take 1 to 6 minutes to strap the good half of torso armor back on. Three seconds on a metal weapon will reduce its quality one level (very fine to fine to good to cheap to broken – see p. B74). The same is true for three successful hits on a rust reek by a metal weapon. For metal items such as buckles, pans, etc., 3-second intervals are recommended for determining deterioration, but the GM's ruling is final. Some Rust Reeks even have the power to corrode noble metals like gold and silver, but these are rare!

Seeker Reeks cast a modified *Seeker* spell (p. B163), which works on humans as well as animals, with no penalty for strangers as subjects. They are otherwise normal reeks, and merely have the ability to seek out the nearest animal or human life form larger than a mouse. (This ability may be possessed by any of the other reeks, however!)

Stun Reeks cast the *Stun* spell (p. 107). Anyone successfully resisting it is immune to that particular reek forever. A victim who fails his resistance roll and is attacked by the reek rolls to recover from the stun at +1 per hit taken from the reek.

Sucking Reeks cast the *Body of Air* spell (p. 105) on their victims. Anyone that comes within 2 yards of the reek is attacked with the spell – it is resisted by HT. If the victim is successfully turned to air, the reek begins to “inhale” the subject into a digestive vacuole. It uses a proboscis-like appendage for this purpose (-10 to hit the proboscis). It can draw the victim towards it 1 yard per turn. If the victim makes a ST roll, the reek isn't able to draw him towards it that turn. (Making the ST roll by 5 or more allows the PC to move *away* 1 yard). Once inside the vacuole, the PC is slowly returned to his physical shape, just enough for the reek to digest each second (1 hit). Killing the reek instantly breaks the spell, but if there is a victim partially inside, he automatically takes 1 point of damage from the attack. Armor does not protect from this type of reek.

Trip Reeks cast the *Tanglefoot* spell (p. 107). Anyone who comes within 2 yards of a trip reek is attacked by the spell – it is resisted by DX. The reek then moves towards the victim and attempts to dissolve him, as a normal reek. If using the advanced *Changing Position in Armor* rules (p. B103), this can be very deadly to someone in plate mail – especially if there are any rust reeks around!

Teleporting Fire-Breathing Enslaving Utter-Dome Reek is an example of taking things a little too far . . .

Remora

ST: 2-3	Move/Dodge: 10/6	Size: <1 hex
DX: 12	PD/DR: 0/0	Weight: 1 lb.
IQ: 3	Damage: *	Origin: ML (Europe)
HT: 12/4	Reach: C	Habitat: SW

This is the remora of legend – the real one is a harmless three-foot-long solitary shark which uses a suction pad on its head to hitch rides with bigger fish. According to legend, the remora uses the suction pad to drag a ship to a dead halt, earning it the name of “ship-holder.”

The remora stores mana in its sucker, allowing it to cast a unique spell, *Remora*, that works only on ships – at no fatigue cost and a skill level of 15. Using this spell, it can stop any ship to which it is attached for as long as it wants. To remove the fish, someone must swim under the hull to pull it off (Contest of ST), and a magic spell must be used to counteract its magic. Spells which will successfully counteract *Remora* are *Counterspell* (if at least 5 Movement spells are known), *Remove Curse*, *Dispel Magic*, *Haste* and *Fish Control*. The first four require a successful Contest of Skill in order to work. If none of these spells are available, the remora can be killed and the spell will dissolve 24 hours later.

These fish are sometimes used to pull enemy ships to shore. Swimmers can tie a strong rope to the fish, swim to the opponent's ship and attach the remora. Soldiers on shore can then haul the ship in and attack it! Mages with the *Fish Control* spell could even dispense with the rope.

Rumors: According to legend, an unguent made from the remora's mana-laden sucker will attract gold. To make one dose of the unguent requires the sucker from one remora, plus \$1,000 in materials, plus three weeks of time. Spread on a hand, wand or other object, the unguent will pull up to a pound of gold to it, even straight up, for a distance of 20 yards. The unguent moves the gold at one yard per second, and has ST 5 for Contest of ST purposes. The unguent must be exposed to air in order to work, and loses its power after 10 minutes of exposure. It takes about a minute to scrape the unguent off the gold to re-use it, if desired.

Robber Fly, Giant

ST: 25	Move/Dodge: 15/8	Size: 2 hexes
DX: 14	PD/DR: 2/2	Weight: 150 lbs.
IQ: 2	Damage: 1d+2 cut	Origin: F
HT: 17	Reach: C	Habitats: F,J,M,P,S

Robber flies are among the most effective hunters in nature. The small ones are very beneficial, preying on many pests. The giant ones, alas, prey on humans. They are about 5 feet long, shaped like a cross between a housefly and a wasp, and are solitary, diurnal animals.

They are ambushers, lying in wait patiently for hours, then launching themselves viciously to the attack. They wait on and behind boulders, on large tree trunks, just over a grassy knoll, etc. – anywhere they can launch into flight quickly. Their mana organ, in the wings, allows them to achieve full speed instantly, usually earning them a surprise attack – see p. B122.



Robber flies attack with a slam to the body which grapples the victim, and probably knocks him down. At this point, they are in close combat – anyone attacking them is at -2 to hit, and risks hitting the victim. The following turns they all-out attack (two bites) until death. They will not flee.

Roc

ST: 1,000-2,000 **Move/Dodge:** 25/0 **Size:** 30 hexes
DX: 13 **PD/DR:** 3/3 **Weight:** 4-5 tons
IQ: 5 **Damage:** 50d+ **Origin:** ML (Arabic)
HT: 16/500 **Reach:** C-10 **Habitat:** Island

A roc, or rukh, is a giant bird that can carry elephants in its claws. Each talon of its five-clawed feet is larger than a man, and its beak is the size of an ox. It lives on an island, far in the ocean, and humans are usually beneath its notice. Bold heroes have told of tying themselves to its feet to hitch a ride; it never saw them. Had the roc noticed them, it probably would have swallowed them whole!

The damage a roc does is usually fatal even to plate-mailed characters – rocs are not to be attacked lightly! Fortunately, humans get a +5 on Stealth rolls around a roc – as an analogy, how many insects on the ground can the average person hear?

Rumor: The island the roc lives on is said to be fabulously rich in gems and gold.

Rogo-tumo

ST: 18# **Move/Dodge:** 9/7 **Size:** 7-19 hexes, plus tentacles
DX: 14 **PD/DR:** 1/1 **Weight:** 500+ lbs.
IQ: 4 **Damage:** 1d+1 cut# **Origin:** ML (Polynesian)
HT: 14/32 **Reach:** C-4 **Habitat:** SW

Rogo-tumo is a unique giant octopus of a malevolent nature. If the GM makes a whole race of rogo-tumo, they will be found in the warmer seas of the world, lurking both in the shallows and the deeper water, waiting to grab their unsuspecting victims. The rogo-tumo can change colors to match its surroundings, making it difficult to spot (Vision-5). It is a solitary creature, active any time.

Rogo-tumo prefers to use its camouflage abilities to attack from ambush, gaining the advantages of surprise (p. B122). When the victim gets close enough (4-hex reach), the octopus will attempt to grapple with its tentacles – use the Close Combat rules, p. B111. The ST given above is for each tentacle. Rogo-tumo has full coordination for all eight tentacles each turn! Roll a separate quick Contest of DX for each tentacle. No more than three tentacles can envelop a single foe, however.

When the octopus has grappled with enough tentacles, it will pull the victim toward its mouth (Contest of ST, +2 for each extra tentacle used), where its sharp beak does 1d+1 cutting damage and injects a Type D venom (p. 102). For each

tentacle beyond the first one, add +2 to rogo-tumo's ST. Once the victim is in the water, add 10 to the creature's effective ST! Every time the victim loses a Contest of ST, it is drawn one hex closer to the mouth. Losing by 10 or more means being drawn two hexes at a time! A Contest of ST is required to break free of the tentacles, or simply to pull away 1 yard.

The tentacles themselves do no damage, but the victim will begin to drown if held underwater (see *Drowning*, p. B91). A tentacle can be sliced through with 8 points of cutting damage. Impaling damage is not doubled against the tentacles. Damage to the tentacles does *not* affect the rogo-tumo's overall hit points! If the monster takes more than half damage, it will squirt out a dark ink cloud (equal in size to itself) and escape while its foes are blinded.

Rumor: The rogo-tumo guards a large treasure.

Rolling Rock

ST: 20-80 **Move/Dodge:** 5/5 **Size:** 2-10 hexes
DX: 10 **PD/DR:** 2/6 **Weight:** 1-5 tons
IQ: 3 **Damage:** 1d+1 to 3d cr **Origin:** ML
HT: 14/20+ **Reach:** C **Habitats:** M, D

The rolling rock is an animated boulder, roughly spherical. It can move by rolling itself, of course, but how it senses its environment is a mystery. It has no limbs to grapple or hold weapons with.

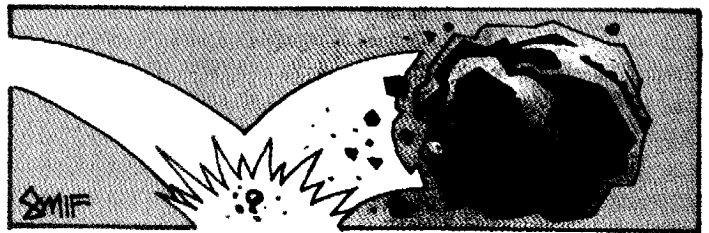
Rolling rocks have a very strange psychology. Exactly why they attack people is unknown – they certainly don't eat them. Perhaps they resent our "abuse" of stone materials – castles of cut stone might be offensive to them.

At any rate, they are indistinguishable from inanimate rocks to all but expert eyes – a Geology-4 roll is needed to identify a rolling rock that is "resting" (temporarily motionless). Since they frequent rocky terrain, they don't leave many tracks. Those that they do are recognizable on a Tracking-2 roll – with a further -3 penalty if the tracker has never seen them before.

There are different sizes of rolling rocks, the smallest weighing about a ton. Damage is determined by weight – see *Trampling*, p. B142 and p. B113. They attack by slamming a foe, then staying in the same hex and trampling.

If a rolling rock is more than 7 hexes in diameter, it is very hard to evade. The victim is at a -4 to DX in the Contest of DX if the rock hits with its center!

Impaling weapons do not do double damage against a rolling rock, nor is fire useful unless it is *very* hot. Other weapons do normal damage. Any weapon weighing less than 3 pounds has a 50 percent chance of breaking against a rolling rock. Earth magics affect them, but at a -2 penalty.





Rumtiful

ST: 18 **Move/Dodge:** 1/7 **Size:** 2 hexes
DX: 15 **PD/DR:** 1/2 **Weight:** 250 lbs.
IQ: 5 **Damage:** * **Origin:** ML (American)
HT: 14 **Reach:** C **Habitat:** F

The rumtiful is a very slow but cagey beast. It is flat, like a furry manta ray. In fact, it looks like a good, warm fur coat, already skinned and preserved. It likes to lie over stumps, where it patiently waits for prey to come to it. Its victims include scavengers who investigate the possibility of meat and humans who investigate the possibility of a free coat!

Once someone gets within one hex of the rumtiful, it lunges up and envelops him. This is treated as a grapple – a quick Contest of DX. If the rumtiful wins the Contest, it begins to choke its opponent – see p. B112. Sometimes a very clever rumtiful will wait until the opponent actually picks it up (giving it a +2 in the contest). If a person actually puts the rumtiful on, he has no chance to avoid the choking attack!

The rumtiful is very thin (about 2 inches) and completely envelops its prey. This means that impaling attacks against it are *not* doubled, and that any attack that does more than 4 points of damage in one blow goes through to the victim automatically!

Should the rumtiful miss its initial lunge at a person, it will not flee – it is far too slow. It will choose the Wait maneuver, instead, hoping for another chance to grapple a victim.

Sag

ST: 24-30 **Move/Dodge:** 15/8# **Size:** 2 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 400-600 lbs.
IQ: 5 **Damage:** 1d+2 cut **Origin:** ML (Egypt)
HT: 14/25 **Reach:** R,C,1 **Habitats:** D, M

The sag is a flying, magical creature of ancient Egypt. It has the body and claws of a lioness, the wings and head of a giant hawk, and its tail is a magical lotus blossom.

Sags are inimical to humanity, and seek to destroy the earth through drought. They detest fresh water, and drink sparingly of salt water to meet all their fluid needs.

A sag can fly at the listed speed. On the ground it moves 8. It can attack with the paws or tear with its beak for 1d+2 cutting damage.

The tail ends in a lotus blossom that continually casts the Destroy Water spell (p. B159), at no fatigue cost to the sag. Any water within 3 yards of the tail hex is destroyed. Canteens will suddenly be empty, oases will dry up, streams will shrink rapidly. (Water in a desert oasis will return within 24 hours.) This does no direct damage to living things, but can be deadly if desert travelers have just lost the only known water supply for 100 miles!

They are active only in the day, and usually met one at a time.

Rumors: One legend states that the sag is not a creature, but a demon.

Another rumor says that the sag can cast the Dehydrate spell (p. 106) with its tail, doing 2d-2 damage to the nearest being within 3 yards. Its skill is 15. Stories differ as to whether the sag is limited in the number of times it can do this!

Salamander

ST: 4 **Move/Dodge:** 7/6 **Size:** <1 hex
DX: 13 **PD/DR:** 0/0 **Weight:** 10-25 lbs.
IQ: 4 **Damage:** * **Origin:** ML (Europe)
HT: 13/4 **Reach:** C **Habitat:** *

This is the salamander of ancient and medieval legend which lives in flames, absorbing the heat and extinguishing the flames. Alchemists later ascribed the name salamander to the fire elemental; do not confuse the two, as their natures are opposite.



Salamanders are able to sense heat at long distances, and will teleport to the next fire (or other heat source) when the current one begins to die. Fires go out four times as quickly when a salamander is sucking the energy, so these beasts constantly seek new fires.

Major conflagrations will attract scores of salamanders, which will fight anyone who tries to put out a fire. If a PC's campfire is visited by a salamander, he will only notice it by how often he must feed the fire. Looking closely will reveal the salamander – it looks like a large, real-world salamander. A torch is too small to attract any but a baby salamander, or a very desperate one – an adult will put out a newly lit torch in about 30 seconds.

Flame attacks do no damage to a salamander; they are simply absorbed. No fires can be started within 1 hex of a salamander – it “eats” all the fire energy. It attacks in close combat by simply grappling and hanging on (it prefers backs), draining the heat from its victim. Armor protects for a number of turns equal to its DR, then the character takes 1d-1 cold damage each turn. Ice attacks do double damage, and the salamander will flee any party that uses icy weapons.

Rumor: It is said that the blood of the salamander, when applied to a person's clothing, makes them fire-resistant. Treat this as an item of Resist Fire (p. M33). The GM may make it temporary or permanent. If temporary, it might last a given number of days, or until the clothing is washed (rain would wash it) or until it resists one fire.

Samhainach

ST: 16-20 **Move/Dodge:** 6/8 **Size:** 1 hex
DX: 15 **PD/DR:** 3/4# **Weight:** 200 lbs.
IQ: 7 **Damage:** 1d cut **Origin:** ML (Irish)
HT: 13-17 **Reach:** 1,C **Habitat:** *

The samhainach (pronounced “sow-wan-ach,” with a guttural “ch”) is a monster that is substantial only one night a year: All Hallow's Eve. This is an ancient New Year's Eve, and it may come on the last night of the year of whatever calendar the game world uses. On that night the creature takes shape, and may harm – and be harmed by – humans. The rest of the year it is completely out of touch with this plane.

The samhainach's shape varies. The archetypal “goblin” shape is commonly used: twisted and stunted humanoid, with ghastly green skin and long, sharp claws and protruding fangs. It has also been described as “a pig-faced wolf,” and sometimes simply as a black dog with fiery eyes.

Whatever form it takes, the favorite food of a samhainach is the flesh of a human baby, but it will settle for the less tender adults. Its skin is tough, but it takes damage from fire as if it had DR 1. It attacks with its claws and teeth for 1d cutting damage.

It is not a brave monster, and will usually attack only those it feels it can best. If too badly hurt, it will run away. It arrives in this plane from an underground passage, usually one that is only open this one night a year. Very brave (or very foolish) PCs may follow it into the cavern, but that's another story – they've left their native world behind!

Should it grab a baby, it will run for the opening. The trick becomes getting the infant back without hurting it – a pulling Contest of ST will do the baby 1d-1 damage each turn!

Santer

ST: 30 **Move/Dodge:** 11/7 **Size:** 3 hexes
DX: 12 **PD/DR:** 2/2 **Weight:** 400 lbs.
IQ: 5 **Damage:** 3d+1 cr **Origin:** ML (American)
HT: 12/28 **Reach:** 1-3 **Habitats:** F, S

A santer is a reclusive mammal with a craving for cattle. It thus earns the enmity of humans, and will defend itself vigorously if attacked. But it does not eat people, and sees no need to fight them if it can help it.

Its body is as long as a bull's, but it doesn't have as much bulk. Its legs are long, and the body is covered with reddish, long hair. The head is large, round, and bald, with small, beady eyes.

The tail is the most unusual feature of the santer, though. It is as long as its body, with eight “knots” along it – it looks like a giant string of beads. The “knots” are actually large bones.

The tail is used as a flail with great power and skill – it can knock out a cow with a single blow! A very fast mover, the santer lives in wooded swamps, and prefers warm climates. It has a piercing cry, like a baby's scream. Dogs tend to be afraid of them, and rightfully so.

It will attack exclusively with its tail, preferably while running away! It has been known to slow itself down to a human's speed, running just ahead of one, wildly swinging its tail at its pursuer every turn! If cornered, it will turn its side to a wall and lash repeatedly with the tail, covering the whole side that is exposed. If it is being shot at with missile weapons, it will charge the foe, attempting to overrun. It will take a tail swipe as it goes.

The tail is 3 hexes long, and can do crushing damage in any hex along the way. It can swing the tail each turn, no need to ready it. If two opponents are lined up in such a way that the tail could hit both of them, roll to hit each. Anyone attempting to parry the tail is at -4.

The teeth are made for tearing flesh, but it never seems to bite anything that is still conscious, so it has no close-combat attack.

Sasabonsam

ST: 30-40 **Move/Dodge:** 6/8 **Size:** 1 hex*
DX: 15 **PD/DR:** 2/3 **Weight:** 300 lbs.
IQ: 5 **Damage:** 2d imp# **Origin:** ML (Africa)
HT: 14/35 **Reach:** C-2 **Habitats:** J, F

A sasabonsam is a forest monster of west Africa. It resembles a large, hairy humanoid, with long legs – over six feet long! Its eyes are very bloodshot, and its neck can swivel a full 360°. Its feet point forward and backward – it can walk either way! (Tracking one is at -6.) It walks upright, and is completely at home on the trail or in the trees. If it were to lie



down it would be four hexes in length – but no one has ever seen one in that position. It is not sapient, cannot speak any language, and never uses any weapons. It makes a deep rumbling noise to express various emotions.

The sasabonsam is an expert ambusher. It lurks on a branch over a trail, waiting for suitable prey, which includes anything up to the size of a horse. The feet have long, sharp claws extending in both directions, and it hooks victims as they pass beneath its branch – see *Attack from Above*, p. B124. The feet do 2d impaling damage, and stay in the victim if they penetrate armor. On the next turn, the sasabonsam will lift its prey into the tree, unless the victim can free himself from the claws by making a DX roll. Should the prey get free, the sasabonsam will be able to move in the trees to get over of him again, or over another opponent. Its move in the trees is the same as on the ground – but it rarely comes to the ground. It prefers the advantages of height and surprise. It only lives in the densest part of the forest, though there may be a clearing the PCs can escape to not too far away.

Once a victim is brought up to the trees, it will be tightly held by the sasabonsam's forearms, and bitten for 2d cutting damage. Breaking away requires winning a Contest of ST – good luck! It will stay in the branches at least 10 feet off the ground, if at all possible, making attacking it very difficult.

They are usually solitary, though there are reports of a sasabonsam community deep in the woods. They are active all the time.

Rumor: Some tribes believe that the sasabonsam is intelligent and is an enemy of humans. They are even credited with knowing necromantic spells. If this is true, they would be a *fantasy race* – see *GURPS Fantasy Folk* for information on running such races as NPCs or PCs.

Scitalis

ST: 6	Move/Dodge: 4/7	Size: 1 hex
DX: 13	PD/DR: 0/0	Weight: 3 lbs.
IQ: 3	Damage: *	Origin: ML (Eur)
HT: 13/7	Reach: C,1	Habitats: F,P,M

This snake has incredibly beautiful black and red markings. It is *so* beautiful, in fact, that it stuns most people who look at it. Its skin contains mana and continually casts the Mental Stun spell (p. 107) on all who see it. (Skill 15, automatically and effortlessly cast on anyone within 10 yards who looks at the scitalis.)

The snake is about four feet long, and is active all year round in any climate. This is also a result of its magic – it generates its own heat, and actually melts a path through snow. The snake causes burns on anyone who touches it with their hand – 1d damage.

It does not attack humans, though, unless it feels threatened. Often it is captured and used in battle: a scitalis is kept tied up in a hide bag, which is loosened just before being thrown at the enemy. It slides angrily out of the bag, mentally stunning all who look at it, and biting those closest, whom it blames for its captivity. Meanwhile, the warriors who threw the snake are wreaking havoc among their stunned foes.

It strikes with a type A venom for 1d+1 damage. The scitalis itself does no damage, and can penetrate up to DR 2.

Scolopendra

ST: 1	Move/Dodge: 2/0	Size: <1 hex
DX: 11	PD/DR: 0/0	Weight: 1 lb.
IQ: 2	Damage: *	Origin: ML (Europe)
HT: 15/2	Reach: C	Habitat: SW

A scolopendra is a large marine millipede, very venomous. It never leaves the ocean, but is active at all times. It doesn't seek out humans or prey – it just swims along randomly, biting anything it brushes against. It is about two feet long, with lots of small legs that it uses for swimming.

The scolopendra injects a type J venom for 2d damage – it doesn't eat large animals, but tries to discourage them from eating it!

Rumor: Some say the scolopendra is actually a fish. The commonly seen ones are only babies; an adult is as large as a whale! Instead of fins it has numerous legs, like a millipede.



Scorpion, Giant

See *Girtab*, p. 26

Scylla

ST: 65*	Move/Dodge: 0/7	Size: 13 hexes
DX: 15	PD/DR: 4/6	Weight: 3 tons
IQ: 6	Damage: 3d imp	Origin: ML (Greece)
HT: 17/240	Reach: C-12	Habitat: SW

Scylla is a unique monster from Greek mythology. Originally a beautiful nymph, she was changed into a hideous monster through an enchantress' jealousy.





She has six heads – some of them serpent heads, some dog heads – on six long necks. She can pluck six sailors at once from a passing ship. Her body resembles that of a giant leech, and is rooted to a rock on one side of a narrow strait. In the original myth, the other side of the strait held an even greater danger, a whirlpool called Charybdis!

Scylla is *very* powerful – in all the stories about her, she was never killed or even wounded.

Each turn, Scylla can attack with any or all of her six heads, grappling as she bites. *Each* head has the listed ST, and does the listed damage. On the turn after she has bitten a victim, she will lift him into the air (Contest of ST) and begin to swallow him, taking five turns and doing the listed bite damage each turn.

The victim (provided he's still alive and conscious) may break free by winning a Contest of ST versus the head – at an *additional* -2 for each turn of swallowing. These penalties are cumulative. After five turns of swallowing, the victim is completely consumed, and the head will be ready to attack again. Each head can take one-sixth of her hit points in wounds. Excess damage is lost.

Scylla has a Magic Resistance of 8!

Sea Serpent

ST: 25-200	Move/Dodge: 8/6	Size: 10+ hexes
DX: 13	PD/DR: 2/3	Weight: ½+ tons
IQ: 3	Damage: *	Origin: ML (Univ.)
HT: 16/16-100	Reach: C-8	Habitats: SW, FW

Sea serpents have been sighted since antiquity. Some of the more fanciful legends about them include enormous size and the ability to engulf large ships, as a constrictor would a

deer. They can rear up to great heights and pluck humans off of ships, and are voracious eaters of anything smaller than a whale.

Having long teeth, they do the appropriate impaling damage for their ST (see p. B140). They can constrict for the same amount of crushing damage – enough to splinter a ship, eventually. They are solitary creatures, active at any time. A person caught in their coils must roll a successful Contest of ST to escape.

Senmurv

ST: 16-20	Move/Dodge: 14/7	Size: 2 hexes
DX: 12	PD/DR: 1/1	Weight: 120-140 lbs.
IQ: 13	Damage: 1d cut	Origin: ML (Russia)
HT: 15	Reach: C	Habitats: M, F

A senmurv is a dog-headed bird with a dog's paws. It is friendly to humans, and will help them. While the story is descended from the simurgh (below), the Russians created a new bird from the tales they heard.

A senmurv cannot speak, but understands human speech. They don't have much gesture skill, but can usually convey ideas such as yes, no, come, stop, silence, and so on. Unlike the simurgh, there are more than one of them, and they don't have pressing duties elsewhere – they are available to aid humans directly. They cannot foretell the future, but their knowledge of evil races and creatures is great.

Senmurvs serve the cause of good, and can tell truly good or evil people by sight. They cannot judge the leanings of most of us, though. They live in mountains and in remote forests, and never seek out humans themselves. They will usually respond to pleas of aid, if the cause is a good one. Treasure



hunts hold no interest for a senmurv, however, nor do quests for knowledge. They live in groups of up to ten, but will usually dispatch one or two on a quest – never more, unless a major force of evil is loose in the world.

A senmurv will aid a party as a scout (Stealth 14, senses at IQ) and adviser – as much as a non-speaking creature can advise! Movement above is for flight – on the ground they move 4. They can attack, but are reluctant to do so – that's the hero's job. In desperate straits or self-defense they bite for 1d cutting in close combat.

Shadow Wolf

ST: 18-22 **Move/Dodge:** 9/7 **Size:** 1 hex
DX: 14 **PD/DR:** 2/2 **Weight:** 100-150 lbs.
IQ: 7 **Damage:** 1d+2 imp * **Origin:** F
HT: 10-14 **Reach:** C **Habitat:** *

The shadow wolf is a condemned soul forced into service by a demon. Some say these wolflike creatures are actually mages carried off due to spell failures. They are distinguishable from the ordinary wolf by their reddish brown fur, glowing red eyes, and distinct sulfurous odor. They have the uncanny ability to reveal saber-teeth when snarling – teeth that couldn't possibly fit in its mouth. And when you look at a shadow wolf, sometimes it doesn't seem to be all there . . .

The shadow wolf is no longer as intelligent as the condemned soul was – nor can it use any of his former abilities. Nonetheless, it is very cunning, and will trail a targeted victim cautiously (Stealth skill 18), waiting for a good chance to attack. Shadow wolves prefer to attack at night, though they can be active by day.

The shadow wolf stores mana in its eyes, allowing it to see in pitch blackness with no vision penalty – it is at -3 to DX in full sunlight, however. The stored mana in the eyes is used slowly enough that it is never depleted. Its tongue is also a mana organ, allowing it to cast a 3-hex-radius Silence spell at skill 15 (p. M69) to stifle its victim's screams. (This is an area spell: it is not resisted because anyone leaving the area is no longer affected. No one in the area may make any noise, including spell casting if a spoken word is required. Nothing that happens in the area will be heard by anyone; neither will those in the area of effect hear anything from the outside.) This action takes no time for the shadow wolf, and may be performed while attacking or otherwise occupied. The spell may be used twice; each use takes 30 minutes to recover.

The creature's bite does 1d+2 impaling damage, and infects the victim with a type X venom – the same effects as the Sickness spell (p. 107) – effective immediately, lasting 1d hours. To avoid the effects of the venom, the victim must make a HT-3 roll. Critical failure means the venom has the effects of the Pestilence spell (p. 107), effective in one hour.

Shadow Wolves are normally encountered only as guardian creatures, or while on some specific mission. A demon will often offer a shadow wolf's services to an evil mage (usually a necromancer). He may also send it out to chastise someone who has angered him. Rumor has it that they cannot attack a truly "holy" person.

If a player character wishes to have shadow wolf guard the Game Master may allow it. The shadow wolves do not obey the PC *at all*, unless such orders coincide with the demon master's wishes. They may turn on the PC at the GM's whim.

Shamir

ST: – **Move/Dodge:** * **Size:** <1 hex
DX: – **PD/DR:** 0/0 **Weight:** Negligible
IQ: 2 **Damage:** 1 hit * **Origin:** ML (Hebrew)
HT: 13/2 **Reach:** C **Habitat:** *

The shamir is a small worm, about the size of a pearl of barley (¼" diameter). It has the magical ability to eat through any substance except lead. King Solomon is said to have used a shamir to cut the stones to build his temple.

Obtaining a shamir is very difficult. According to legend it lives in very inaccessible places – some accounts say the bottom of the ocean, others deep in the desert or on mountain tops. By all reports, however, no one ever obtained a shamir by finding it in its native habitat. All agree that it must be stolen from a bird.

The usual method is first to follow the rumors to where it has been obtained in the past – always a remote, inhospitable area. If it is the right area, there will be a bird that knows how to get it. Some legends give this as a moor-hen, others as a raven, a hoopoe or a woodpecker. At any rate, the adventurer must cover the absent bird's nest (containing its eggs or young) with a dome of glass or crystal. When the bird returns it will be unable to get to its nest, and will go fetch a shamir to break the covering. When it returns, the bird must be frightened so that it drops the shamir. At that point, the shamir can be picked up with a wad of wool and put into a lead box. (The kind traveler will then remove the obstacle to the poor bird's nest!)

The shamir is not hostile to humans – in fact, it seems to be oblivious to them. It must be kept in a lead box (about the size of a deck of cards), wrapped in virgin wool, with a lot of grain in the box for it to eat. Such a box costs \$20, and is not hard to find – lead is common and easily worked. There is no record of them breeding in captivity, though – assume it can't be done. It is also best assumed that each bird has access to only one shamir.

Removing the shamir from the box and placing it on a substance is all that is necessary for it to start eating its way through that substance. It will eat a hole of its own ¼" diameter, boring through metal or stone 1" thick in one minute. It can be guided with strands of wool from the box, but this requires constant concentration. Thus, breaking through a typical hinge would only take four minutes, while a circle 4" diameter (wide enough to stick a hand through) can be cut in about 12½ minutes (4 × pi).

Eating through stone or metal may shorten the life of the shamir, however. After every use on these substances, a HT roll is required (or after every 15 minutes, if used for extended period). If it fails the roll, its HT (second number) is permanently lowered by one. When it reaches 0, it dies.



Should the shamir be left unattended outside its box, it will escape. If it can get to earth (dirt), it will burrow very quickly – an inch every 5 seconds – and will be impossible to find after a few minutes. Being magical, it is unaffected by any Animal Control spells, such as Insect Control, Beast Summoning or Beast Link.

The shamir is not of much use as a weapon. It will do one hit of damage every 3 seconds, but the pain will alert the victim after the first second! Brushing the shamir off is automatically successful and does not require a roll, though it does count as an action. Should the shamir eat its way through armor, however, it may cause a little more grief! It can still be shaken down to the boot, where it will eat its way out in a minute – but that requires several turns of concentration to accomplish. Figure the number of turns to shake a shamir down into the boot is equal to twice the DR of the armor (DR vs Swing attacks for chainmail).

It is easy to kill a shamir – if it's in hand, that is. It has no PD or DR, and can be crushed by the fingers with a little effort. However, if one is not already holding it, it is -13 to be hit due to its size! It has *no* active defense.

Rumors: Some say that the shamir is not a worm, but a living pebble. If so, its HT is considerably higher (15/6) and it is therefore much more valuable. It would also have PD/DR of 6/7! Of those who say it is a pebble, some say it is as intelligent as a dog (IQ 5). In that case, the shamir is trainable and wouldn't need to be guided by strands of wool. Use the animal training rules on p. B143. It would also have an active Dodge of 3, which makes a defense roll of 9 when added to its PD.

Other rumors state that the shamir will only work for those who are pure in thought and deed.

Shika

ST: 3-4	Move/Dodge: 12/7	Size: <1 hex
DX: 12	PD/DR: 0/0	Weight: 15-20 lbs.
IQ: 3	Damage: 1d-4 cut	Origin: F
HT: 16/4	Reach: R, C	Habitats: M, F*

A shika is a magical small white animal that *almost* looks like a dog. The ears are prodigiously oversized, however, and the skull just isn't large enough to hold the average dog's brain. It is pure white, and the tail is very large and feathery, curling over the back. The nose resembles a fox's snout more than a dog's muzzle.

Often used as a familiar, a shika is a loyal and fierce companion. It must be captured young to be trained, however, and its low IQ makes it of limited use – see pp. B143-144.

It attacks anything and everything it can, including friends of its master whenever it sees them – it learns slowly, even if its IQ is enhanced as a familiar. It takes physical restraint to keep a shika from attacking someone, and once it's in combat mode, it's hard to stop. After 20-30 friendly encounters, the shika will no longer attack a friend of its master, and may even become affectionate.

The shika bounds forward to attack, uttering a fierce growl constantly, quite low-pitched for its size. This growl is actually a magic spell, the False Memory spell (p. M58), at

skill 15. The spell is resisted by IQ, and anyone who fails the resistance roll "remembers" having been severely savaged by this animal in the past, and will treat it as if it were a rabid saber-toothed tiger. Those who resist the initial roll will be amused by its attack – at least until it bites an ankle!

(The false memory will persist for an hour – the subject then gets a second resistance roll. Those who make this second roll will realize the truth, and those who fail it will probably believe the false memory forever, unless some shock jars it out of them!)



The shika stores mana in its ears. Each ear can cast the spell once, and takes 3 hours to recharge.

A shika is a good hunter, and will keep itself fed if allowed to roam. Unfortunately, it can get itself into trouble, and *must* be restrained in settled areas – it considers cats and chickens to be fair game, and has been known to attack larger livestock. These personality traits of the shika do not disappear, even if enhanced IQ is bought for it as a familiar!

Shrew, Giant

ST: 32-40	Move/Dodge: 14/8	Size: 1 hex
DX: 16	PD/DR: 1/1	Weight: 100-160 lbs.
IQ: 4	Damage: 2d cut#	Origin: F
HT: 12/16-20	Reach: C	Habitats: F, J

The normal shrew is the smallest and most voracious mammal, and also the only common one that is poisonous. It eats more than its own weight in food each day, and will not hesitate to attack animals more than twice its size, such as rats. One five-inch variety, called the hero shrew, can support a 160-lb. man on its back and not be harmed!

Thus, a giant shrew makes an ideal monster, but is only possible with magic. It is only the size of a very large dog, but – due to its incredibly fast metabolism – much stronger and faster. However, the heightened metabolism has its drawbacks; the giant shrew must continually eat or face starvation. For every 30 minutes that it goes without feeding, it loses one point of ST. Treat this as fatigue, except that the ST is only



regained when the shrew feeds; it regains one point of ST for every 5 pounds of meat eaten. If its ST reaches 3 due to starvation, it begins to lose hit points instead – one point every 30 minutes. Hits lost in this way are regained in the normal fashion.

The giant shrew is a ruthless and fearless predator. It attacks on sight with a squeal of glee, and won't stop until it's dead or fed. It will attack any party, no matter what size or how heavily armed or armored. It is a natural berserker with all of the berserker's advantages and disadvantages (p. B31). It will make an all-out attack, two attacks per turn. In addition to biting and clawing for 2 dice cutting damage, its bite injects a Type C venom doing 1d damage – see p. 102.

Simurgh

ST: 80 **Move/Dodge:** 18/10 **Size:** 8 hexes
DX: 15 **PD/DR:** 2/2 **Weight:** 1,200 lbs.
IQ: 15 **Damage:** 4d imp **Origin:** ML (Persia)
HT: 15/40 **Reach:** C,1 **Habitat:** M

The simurgh is a unique giant bird that lives on a remote mountain. It is a servant of God, and is responsible for keeping certain evil forces out of the world. While the simurgh does not interfere in human affairs very often, it has some knowledge of the future, and will help specific heroes in their hour of need.

The simurgh is unlikely to welcome visitors – it deliberately lives on the most inhospitable mountain in the world. Nonetheless, characters serving the side of Good in an epic campaign against the ultimate evil may be allowed to approach the simurgh.

It will not join in a quest outright, but helps with advice and healing. It can speak, and knows all Healing college spells at level 21 (p. B162 and pp. M43-45). It cannot leave its duties, which include caring for the otherworldly Tree of All Good and keeping certain demons from entering this plane. It also knows that heroes have to walk their own path, and the most it is willing to do is show them the path. The search for the simurgh is a good intermediate step in a long quest-type campaign.

Siren

ST: 15-18 **Move/Dodge:** 10/6# **Size:** 1 hex
DX: 12 **PD/DR:** 1/1 **Weight:** 100 lbs.
IQ: 5 **Damage:** 1d cut **Origin:** ML (Greek)
HT: 16 **Reach:** 1 **Habitats:** SW, Islands

Sirens are human-bodied from the navel up, and birds below. They have wings, though, as well as talons. Their voices are very beautiful, so beautiful that most people who hear it are compelled to come closer.

This would be a gross mistake, however – sirens live on rocky coasts, with jutting, sharp boulders lurking just offshore. Those who approach invariably wreck on the rocks, and the sirens fly out and feed on their flesh!

Their song is a Lesser Geas spell (p. 106) at level 21!

Each siren beyond the first adds a +1 to this skill. This does not affect resistance – for resistance purposes, no spell is considered to be over 16 – but does affect range. Their range with their spell is handled by the *Size and Speed/Range Chart* on p. B201. (Ignore SS, Acc, and ½D – just use the range modifiers.) Thus, ten sirens (skill 30) have an effective spell skill of 16 at 1/4-mile range, while one siren (skill 21) has an effective spell skill of 16 at only 15 yards range.

Those who fail their resistance roll *must* do all they can to move the ship closer to where the song is originating. This may cause fights on a ship – weapons may even be drawn: the enthralled adventurer *must* try to get closer. This feeling will last for ten minutes after leaving the spell area, then fade away.

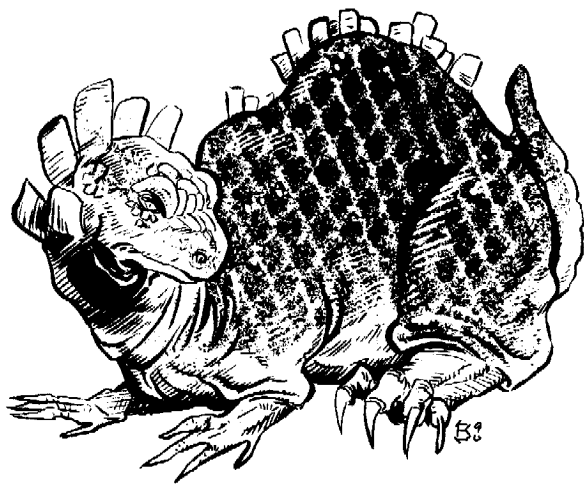
Those who are under the spell and shipwrecked have no will power when attacked by the sirens – they supinely accept death. If someone is shipwrecked who had successfully resisted the spell, he may fight. Sirens do 1d cutting damage with their talons. They cannot fly very far or long, however – they can spend five turns in the air before needing to land. Their move on land or in the water is 3; in the air they move 10.

Rumors: It is also said that the sirens' song causes sleep. Treat this as not only a Lesser Geas spell, but a Mass Sleep spell (p. M57) once they are within 10 yards.

Some say that they are not birdlike, but are shaped like mermaids. Their hands are clawed and still do 1d cutting damage, however. If this rumor is true, sirens cannot fly, but move 10 in the water, 1 on land.

Others say sirens can only sing in tempests, and that they weep in fair weather because they must go hungry.





Sirrush

ST: 40-50 **Move/Dodge:** 8/7 **Size:** 3 hexes
DX: 12 **PD/DR:** 2/3 **Weight:** 1,000-1,200 lbs.
IQ: 3 **Dmg:** 2d+1 imp **Origin:** ML (Babylon)
HT: 17/45-60 **Reach:** C,1 **Habitat:** *

A sirrush is a magical lizardlike creature the size of an ox, with scales, a long neck and claws on the rear legs. It is usually encountered as the guardian creature of some powerful mage – a truly powerful mage may control two or three of them, but that seems to be the upper limit.

The sirrush is created by a modified Tupilak spell (p. 109): it is a permanently created animal that guards instead of kills. (It is possible, however, that it is summoned from another dimension, rather than created.) The skill and fatigue involved in creating a sirrush are very high; this spell should be beyond the reach of any PC mages.

The sirrush is always awake and alert. It can guard one thing well, but that's the limit of its intellectual prowess. A sirrush can be told to guard a building, a room, a door, or an object. It will do so, ignoring all other thefts around it. It will fiercely attack anyone attempting to pillage the object of its attention, but will not leave sight of its post.

A sirrush attacks in close combat or at 1-hex reach, doing 2d+1 impaling damage. No one is safe from the sirrush unless the controlling mage specifically points out a person as a friend. This means that lackeys who have been recognized as friends of the mage are still unable to let anyone by the sirrush – only the mage can do that. The sirrush has no inherent magical powers; only its origin is magical.

Siwanis

ST: 50-60 **Move/Dodge:** 10/5 **Size:** 3 hexes
DX: 10 **PD/DR:** 4/6# **Weight:** 1,000-1,200 lbs.
IQ: 5 **Damage:** 2d+2 cut# **Origin:** ML (Arabic)
HT: 15* **Reach:** C,1 **Habitats:** M, F

The siwanis is a very strange animal, having the body of an ox with four humps on the back. It has two sharp horns, with which it can gore victims for 1d+2 impaling damage. Its usual attack is with its vicious teeth, however, which do 2d+2 cutting.

It is invulnerable except in the horns. Blows to the rest of the body do no damage whatsoever, even from magical weapons. The PD/DR above is for the horns, and 15 hits are needed to kill the beast. The horns are -5 to be hit due to their size, and can only be reached from the front or front-side hexes.

The siwanis has a long, flexible snout with 12 holes in it. It is able to close up holes at will, and when it exhales it creates music as if from a flute! This music is only distinguishable from human-made music to the trained musician or connoisseur – a successful Musical Instrument or Singing skill roll is required to tell the difference. (Appreciate Beauty skill from *GURPS Japan* can be substituted.)

Birds are attracted to this sound, and the siwanis thus lures its prey to it, snapping at them when they have settled down in front of it. Humans are also sometimes lured to it, and it will eat them, too!

It is a solitary, diurnal animal.

Rumor: There is a similar beast called the *shadawar*. It is of the same nature, but instead of a snout and ox horns it has stag antlers with holes – the wind plays melodies on them! In this case, the whole head is vulnerable, not the antlers, and is -3 to hit. The antlers are very valuable, and are sometimes found in the courts of royalty, set up like wind chimes so that beautiful tunes can be heard when the air moves. If anyone tries to hit the shadawar's head and critically misses, the antlers are hit instead, breaking them and destroying their value.



Skoffin

ST: 6 **Move/Dodge:** 8/8 **Size:** 1 hex
DX: 14 **PD/DR:** 2/3 **Weight:** 25 lbs.
IQ: 6 **Damage:** * **Origin:** ML (Iceland)
HT: 15/7 **Reach:** R,C,1 **Habitats:** A, M

The skoffin is a magical creature of the far north. Not a large creature, it is nonetheless greatly feared. It is said to combine the worst features of the wyvern and the basilisk! Its mana organ is in its eyes, which are said to glow. Most sources say it resembles a cross between a mangy cat and a sly fox, with a bit of scaly reptilian hide and scorpion tail thrown in. There are no ancient illustrations of one, though – one of the few animals in this book for which that is true.

The skoffin is an enemy of humanity. Some say it is of demonic origin, others that it is not really nefarious, and that it can't help being so deadly any more than a lion can. Whatever the reason, though, it invariably causes death wherever it goes.

Its gaze is said to be lethal, but people looking at the skoffin are not harmed unless it looks at them. The gaze is handled as a "triple-whammy:" it has the effect of the Stun (p. 107) and Mental Stun (p. 107) spells, as well as causing 1d+1 damage! Armor does *not* protect against this damage, it is magically "injected." The gaze may be blocked, but not dodged or parried. Do not count the armor's PD in the Block roll. *Both* Stun and Mental Stun need to be recovered from before the afflicted character may have an action.

The gaze has skill 15, subtracting for range. The usual practice is to gaze at an opponent from two or three yards away, then run in and sting with the tail. The skoffin may use its gaze four times in a row; each use takes 4 hours to recharge.

The skoffin's tail sting can pierce up to DR 2, at one yard away or in close combat. The sting itself does no damage, but it injects a type K venom for 2d damage. The skoffin does 1d-3 cutting damage with its teeth and claws in close combat, should it become desperate.

Skoffins have been sighted in pairs, though they are more often encountered singly. They may be active any time of day or night, and can see well enough to gaze at a person if there is even a sliver of a moon, a campfire, or a single torch within 10 hexes of the victim.

Rumor: There are rumors that the skoffin can fly! If so, its speed in the air is 12, and its heart also stores mana to allow it to take flight.

Sliver Cat

ST: 23 **Move/Dodge:** 7/8* **Size:** 2 hexes
DX: 14# **PD/DR:** 2/3 **Weight:** 200-300 lbs.
IQ: 5 **Damage:** 4d cr# **Origin:** ML (USA)
HT: 13/18 **Reach:** 3# **Habitats:** F, M

A sliver cat – sometimes called a ball-tailed cat – is a large carnivorous pumalike animal with an unusual tail. The tail is long – 11 feet – and has a heavy, bony ball on the end. The animal is arboreal – so much so that it is nearly harmless on the ground, but deadly in the trees.

It rests on a strong limb, preferably 10 to 15 feet over a

trail, awaiting suitable prey. When an unsuspecting victim comes along, the sliver cat swings its tail to hit the prey on the head (target the brain). Depending on the height difference, the to-hit modifier is anywhere from -6 to -2, including the -7 for a brain shot (see pp. B123-124). However, its initial attack is at +4 for being an all-out attack. It takes two turns to ready the tail to swing again.

If there is a group of travelers, the sliver cat will attack the last one, hoping the rest of the party doesn't notice. Given the massive damage, there is a good chance that the victim will not even cry out – see *Parts of the Body*, p. B203, note 1. The other members may get a hearing roll to hear the "clunk" if they are close enough – GM's decision, and he rolls in secret. Only when it is safe does the sliver cat descend from the tree; its Move on the ground is only 5, and Dodge is only 6 – the tail encumbers it.

The sliver cat can attack with its teeth and claws, doing 1d+1 cutting when it can. (DX is only 12 to hit with teeth or claws.)



It moves quite fast in the trees, and in a thick forest will be untraceably gone if the battle goes against it.

Rumors: It is said that the bony ball on the tail has two different surfaces: one side is smooth for clubbing, the other side has small barbs like a burr. It lifts unconscious victims into the trees with that side, never needing to descend!

It is also rumored that the ball-tailed cat is a separate creature, a smaller version of the sliver cat, only a little larger than a lynx. It has a much shorter tail, only 3 feet long, and it drops onto victims and pummels them repeatedly with the tail. Treat this as a ST 10, HT 14/10 cat that does 2d crushing damage per blow with the tail. It can swing the tail every turn. It only does 1d-2 cutting with teeth and claws.



Snapping Turtle, Giant

ST: 22-28 **Move/Dodge:** 7/5 **Size:** 2 hexes
DX: 11 **PD/DR:** 4/6# **Weight:** 500-800 lbs.
IQ: 3 **Damage:** 1d+2 cut **Origin:** F
HT: 16/20-25 **Reach:** C **Habitat:** FW

The giant snapping turtle resembles its smaller relatives, being heavily built with a large head and limbs that cannot be fully retracted into its shell. It is a solitary animal, and can be active at any hour.

It is an aggressive hunter and will actively pursue prey in lakes and ponds, but never out of the water (if forced out of the water, it has Move 1). It will also hunt by lying buried in the mud, camouflaged by its dark algae-covered shell (Vision-5 to be spotted), luring fish into reach with its wriggling, wormlike tongue.

Its vicious jaws bite in close combat for 1d+2 cutting damage, and are capable of severing limbs on a critical hit. Its limbs have PD 1, DR 1, and the head PD 2, DR 2. The shell is PD 4, DR 6 on the back, PD 3, DR 4 on the belly.

Snow Snake

ST: 12 **Move/Dodge:** 5/7 **Size:** 2 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 20 lbs.
IQ: 4 **Damage:** 3d+1* **Origin:** ML (Canadian)
HT: 15/9 **Reach:** C,1 **Habitat:** A

This pure white snake, up to 5 feet long, is active in the winter, hibernating in the summers. It is nearly invisible in the snow, making it a dangerous creature. Vision rolls are at -8 to spot a snow snake.

The mana in its thyroid gland keeps it warm in the winter.

While not inimical to humans, it is extremely touchy. It assumes anyone that approaches it has intent to harm, and it will defend itself viciously. It usually lies in wait for prey (snowshoe hare is its favorite) near or in snowdrifts. Its trail may be seen in the snow, though wind covers it quickly.

Treat an unseen attack as *Surprise*, p. B122.

Its type A venom is very deadly – 3d+1 – second only to the that of hoop snake. The fangs do no damage themselves, and can penetrate up to DR 2.

“I was treed by a snow snake,” is a much-used excuse for late homecoming – apparently they do not climb trees, but will wait underneath for hours before leaving in search of food.

Snow Wasset

ST: 14-17 **Move/Dodge:** 3/6 **Size:** 2 hexes
DX: 12 **PD/DR:** 1/2 **Weight:** 200-300 lbs.
IQ: 4 **Damage:** 1d cut **Origin:** ML (Canada)
HT: 13-16 **Reach:** C **Habitat:** A

Legend has it that the snow wasset is “four times as big as a wolverine,” which puts it at about six feet long and three feet high at the “shoulder.” It doesn’t really have a shoulder, however, since it is a legless white mammal living under the snow.

It “swims” below the surface of the snow, preying on

whatever it can find – rabbits, grouse, even wolves when easier prey gets scarce; humans are also likely game. It is active throughout the day and night, sleeping a few hours at a time after feeding. It hibernates in summer, curled up in a cranberry bog. It is a solitary animal, although pairs may be encountered during the mating season (March).

The wasset’s favorite type of snow is the thick-crust deep snow on top of which most animals can walk. When it has located likely prey (it is not known just how it does this; possibly with the Sense Life spell, p. B155), it will surface from beneath the snow right at its victim’s feet – gaining the advantage of complete surprise. It then grabs its prey in its powerful jaws and attempts to drag it down into the snow.

Because of its lightning speed, the only active defense against a wasset’s initial attack is a Dodge. If the victim makes an IQ-2 roll, allow him to Dodge – otherwise, he is mentally stunned and cannot Dodge.

The wasset will bite to grapple the victim’s leg (doing 1d cutting damage) and, beginning on the following turn, attempt to drag him under the snow. This is a Contest of ST; if the wasset wins, the victim is dragged waist-deep into the snow (-4 to attack, -2 to defend). A second win by the wasset drags the victim fully under (-6 to attack, -3 to defend). A tie means that the grapple is not broken, but the victim is not pulled under either.

If the victim wins either Contest of ST, he has broken free. If he does break free, the wasset will attack again immediately, unless under attack itself. Scrambling out of waist-deep snow will take a human two turns to reach a prone position on the snow’s surface.

Sphinx

ST: 26 **Move/Dodge:** 8/6 **Size:** 2 hexes
DX: 13 **PD/DR:** 1/1 **Weight:** 600 lbs.
IQ: 12 **Damage:** 1d+2 cut **Origin:** ML (Greece)
HT: 14/22 **Reach:** R,C **Habitats:** D, M

In Greek mythology, the sphinx is a unique diurnal creature, having the body of a lion with the head and breasts of a woman. She has large eagle wings, allowing her to fly at a Speed of 20. The sphinx can speak, often stopping travelers and asking them riddles.

These riddles are actually modified Charm spells (p. 106). Correctly answering the riddle will automatically break the spell, and prevent further Charm attempts. Otherwise, the victim is charmed, usually into being eaten, possibly into attacking the rest of the party so that the sphinx can feed well.

The sphinx does not have to make a skill roll to cast the spell – the victim will automatically be charmed unless he can answer the riddle. The sphinx can only charm one person at a time. When dealing with larger parties, she may stay at a distance (preferably on a boulder or cliff top where escape is just a wing-beat away) while asking a riddle of each member in turn. Correctly answering the riddle might: 1) force the sphinx to kill herself; 2) force the sphinx to flee; or 3) enrage the sphinx into attacking – GM’s option. (The legendary sphinx killed herself.)



To game the sphinx, the GM may ask the players actual riddles. A quicker method is simply to use the character's IQ to resist the sphinx's spell skill of 15. If the second approach is used, make a new spell roll for each riddle asked. Ties mean that the Charm didn't work, but that the sphinx may try again (the character guesses an answer that isn't the one the sphinx had in mind, and she's too narrow-minded to admit that it's right).

In a fight, the sphinx can claw in close combat for 1d+2 cutting damage, though she will probably flee as soon as possible. She prefers to fight from above (p. B123). In the air, she has Speed 20, Dodge 10. On the ground, she has Speed 8, Dodge 6.



Rumor: If its own riddle is foiled, the sphinx will invite travelers to ask it a riddle in turn. If it is "stumped" by a fair riddle, it will help or reward the one who defeated it.

Spiders, Giant

ST: 12-40 **Move/Dodge:** 4-12/7 **Size:** 1-7 hexes
DX: 15 **PD/DR:** 2-3/2-4 **Weight:** 250-700 lbs.
IQ: 2-10 **Damage:** * **Origin:** ML (Universal)
HT: 14/10-35 **Reach:** R,C# **Habitats:** All

Every culture has its story of a giant spider. Normal spiders are considered benevolent in most folklore, but the monstrous ones never are. They are encountered in all habitats, even Arctic and ocean – the Eskimos tell of an ocean spider, for example. Giant spiders come in thousands of species, hav-

ing many different techniques for catching prey – four are covered here.

Most giant spiders are poisonous, the strength and type of venom depending on the species. Venom strength can range from ineffectual to deadly; types A, C, and F are recommended. Spiders with weak venom will generally have strong jaws that do impaling damage for their ST (see p. B140). Spiders with strong venom will have weaker jaws, doing only half damage for their ST (still impaling – those fangs are huge).

Webs. A single strand of web will generally have DR 3 and HT 6 for resolving attempts to cut through them. Touching the strand will have the effect of grappling the affected body part. Breaking free requires a Contest of ST – usually easy for a single strand. Use ST 2 for a single strand to resolve grappling, although some strands are extremely sticky and/or thick – give them a ST 3 to 5. Each additional strand adds an additional 2 to ST – a spider can generate one strand every other turn. For purposes of lifting, a single strand will have enough ST to support the spider's entire mass.

Anyone stumbling into an existing spiderweb will also be grappled, and will suffer an immediate -2 to DX. Give the web a ST of 10 to 15 for grappling purposes; a Contest of ST is required to break free. Each *failed* roll, however, will result in the victim becoming further entangled – subtract 1 from ST and DX; if either reaches 0, the victim is totally immobilized. While the victim is struggling, the spider will be adding more webbing – one strand every other turn. Each strand adds 2 to the webbing's ST. For purposes of cutting a victim loose, assume that cutting a strand subtracts 2 from the webbing's ST; when the ST of the webbing reaches 0, the victim is totally free. Thus, to cut loose from a web with ST 10 requires cutting five strands; remember, though, that the spider will be adding webbing. A victim may escape through a combination of cutting and breaking free.

Web Spinners use a variety of techniques to web their prey. Some use a "telegraph" technique, laying a single strand across each path, lying in wait at one end of the strand. The slightest twitch of the strand will bring the spider running. This type of spider usually has many strands radiating outward from a central point. The purpose of the strands is not to entangle, but to signal the spider.

Some species string entangling webs across streams, trails and cave openings. Many spiders wrap their prey in multiple strands of webbing (two strands per turn – this type of spider is *quick!*) before biting them. Others simply rush in and bite first, letting their venom do the work.

A particularly nasty form of web-spinner is the *Mind Spider*. This spider stores mana in its two main eyes, giving it the ability to cast an illusion over itself and its web. This mana usage is passive – the mana is recovered as rapidly as it is expended. The spell superimposes the appearance of the spider's and web's surroundings over them, making both the web and the spider "invisible" for all practical purposes. Touching the web, or casting the Dispel Illusion spell (p. M36) on it, will make the web and spider visible; See Invisible (p. M50) will *not* reveal the web's presence, although Mage Sight (p. M49) will. The mind spider has no venom, but bites for impaling damage at its full ST.



striges are female, according to legend, and are strictly nocturnal, usually living in groups.

A strix attacks with its long piercing beak, doing 1d-3 impaling damage. Furthermore, the beak is barbed; if pulled out, it does an additional point of damage, unless removed by a physician. Once the beak is inserted, the strix begins to suck the victim's blood, causing 1 hit of damage for every 10 seconds it remains in its victim's flesh.

It will naturally go for the weakest armor on a victim, and will go for the eye slits (at -10) if the person is wearing metal armor. No more than two striges can strike through the eye slits at a single time.

Speed on the ground is 1.

Rumor: Striges don't like garlic, and will not attack someone who smells of it. This can be either from carrying garlic or recently eating garlic.

Stymphalids

ST: 6 **Move/Dodge:** 12/* **Size:** 1 hex
DX: 13 **PD/DR:** 2/3 **Weight:** 25 lbs.
IQ: 5 **Damage:** 1d-3 cut# **Origin:** ML (Greek)
HT: 14/5 **Reach:** R,C **Habitat:** S

Stymphalids – also known as Stymphalian birds – are very nasty birds, which Heracles and the Argonauts had to overcome. They are diurnal birds, occurring in very large flocks of over a hundred! They are large birds, the size of full-grown turkeys, and pitch black.

They devour humans and domestic animals. They descend *en masse* on a farm or group of travelers, and all-out attack at +4 for the head and limbs. (Stymphalids have no defense rolls because they always all-out attack.) There are so many that they obscure the sun, causing a darkness that demoralizes many people (-1 to Fright Check if appropriate).

As they swarm down on their victims, they each loose a feather as a dart! This is done with force at straight DX, from 2 yards above the victim, and each one does 1d-2 impaling. They then land on their foes and try to rend them with their claws, doing 1d-3 cutting damage. Up to four stymphalids may attack a single hex, and there are plenty waiting to take their place.

Their one weakness is a fear of noise. The Thunderclap spell (p. M69) could banish a whole flock. Ten warriors banging their swords on their shields and shouting would also do the trick. Enough people (totalling 33+ ST) using bull-roarers would disperse them, should there be any handy. (A bull-roarer can be made in 1 minute, if the right materials are to hand: rope or cord and a flat, oval-shaped piece of wood, bone or stone, with a hole at one end to attach the cord.)

The PCs may try other means of making enough noise – the GM should judge each effort on its own merits, and rule accordingly.

Rumor: Some say that stymphalids are giant birds, larger than men. If true, use the stats for Giant Eagle, p. 22. They would do 1d+1 impaling damage with their claws, and 1d+2 impaling with the feather-darts. Only two could attack a single foe each turn.



Su

ST: 20-24 **Move/Dodge:** 10/7 **Size:** 2 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 300-400 lbs.
IQ: 4 **Damage:** 1d+1 cut **Origin:** ML (Europe)
HT: 12/20-26 **Reach:** C **Habitats:** P, M

The su is a ferocious carnivore, slightly smaller than a lion in size. It is generally catlike in appearance, but has a large bushy tail. It is tawny to brown in color, with the tail almost invariably being white; the tail-fur is highly prized as trim on clothing.

Su are solitary diurnal creatures. If caught while young, they make good companions; as adults, they are untamable. The mother carries her young on her back, covering them with the tail, and will kill them before allowing them to be captured.

Su will attack humans on sight, biting in close combat for 1d+1 cutting damage.

Rumor: Often the su are represented as having human faces. This may require a Fright Check if true.

Taddarita

ST: 2 **Move/Dodge:** 12/6 **Size:** <1 hex
DX: 13 **PD/DR:** 0/0 **Weight:** 1 ounce
IQ: 8 **Damage:** * **Origin:** ML (Sicily)
HT: 13/2 **Reach:** R **Habitats:** Sub,F,M

A taddarita is an evil bat with hostile magical spells. It is mouse-sized, and is only distinguished from a normal bat by its slightly glowing eyes – noticeable only from within 5 yards.

Taddaritas eat insects, and never physically attack humans – but they cast spells on them. No one knows why, but taddarita have declared war on humanity, and are very feared wherever they occur. They are only active at night, and can be found singly or in groups of up to 20.



Due to their size, they are -6 to hit in combat. Weapons only do half damage, though flame is fully effective. In fact, fire is necessary to actually kill them – a taddarita regenerates a hit every two hours if the body isn't burned.

They will attempt to fly very close to opponents, then hover within a yard or two to cast their spells on them. *All of their spells require only one second of concentration*, and all are known at level 15. Apply the usual -1 per yard range penalty. Their spell list includes the Body Control spells Itch, Spasm, Pain, Clumsiness, Fatigue, and Tanglefoot (pp. M23-25), as well as Poison Food (p. M42) and Poltergeist (p. M61). Each spell uses fatigue as per the normal spell costs; a taddarita stores up to 8 fatigue in its eyes, and regains lost fatigue at 1 per 10 minutes. They will leave the area when drained.

While these are not very formidable foes in themselves, they often ally with other creatures of evil, such as Orcs. They will act as scouts and messengers for villainous races, and can be very effective as nuisance attacks in an actual battle. They understand (but cannot speak) at least one language of a local race inimical to humans. Most of them do *not* understand human languages, so their spying abilities are limited. They communicate with Orcs and others in a simple aerial dance that is capable of conveying such information as friends, foes, direction, distance, approximate numbers, and can answer yes/no questions. Sometimes a taddarita is found as an evil mage's familiar.

Rumor: Some believe that taddarita are actually demons, in which case they are the *leaders* of evil races, not the servants! Their IQ would then be much higher, and they would also know the Terror (p. 107), Nightmare (p. M58), and Death Vision (p. 106) spells, at least.

Táltos Horse

ST: 30-35 **Move/Dodge:** 12/6# **Size:** 3 hexes
DX: 9 **PD/DR:** 0/0 **Wt:** 1,000-1,300 lbs.
IQ: 15+ **Damage:** 1 cr# **Origin:** ML (Hungary)
HT: 14-16 **Reach:** C,1 **Habitats:** P, M

A táltos horse is a magical, talking horse that will sometimes "adopt" a hero. They are usually not very good-looking horses, sometimes even seeming to be broken-down nags. Their abilities belie their appearance, though.

It is always the horse that chooses the hero, never the other way around. A táltos horse will only aid those who are pure in heart *and* down-and-out *and* in epic adventures. It will never appear merely for a treasure hunt – there must be a life or a whole kingdom at stake. In the stories, it is always the third son, usually regarded as somewhat of a simpleton, who is chosen by the horse.

When someone has been given an impossible task (for example, procuring a cup of manticore's milk under penalty of death), and is sitting dejected in the forest, a feeble-looking horse may come up to him and ask what his problem is. After the man explains his predicament, the horse will reassure him: everything will be all right as long as he obeys the horse's instructions.

This is a táltos horse, of course. It is capable of flight, though it has no wings (Move 30 while flying). Even better, it can teleport. "How shall I go, like thought or like wind?" is a common táltos horse question.

The horse seems to know how to do everything. It will give explicit details on how a hero should behave, warning that if the adventurer should miss even one instruction, the horse will abandon him – or the ogre eat him, or the dragon slay him, or the witch will kill the princess, and so on. The GM can make the táltos horse have as much or as little information as desired. If the instructions are complicated, though, he should require an IQ roll for the hero to remember it all – or require the *player* to remember everything without recourse to writing it down! (A hero who disobeys deliberately will be abandoned by the horse; someone who makes a honest mistake will certainly find himself in trouble, but the horse will give him another chance if he survives the initial blunder.)

A táltos horse can die three times and return to life. There are records of a táltos horse instructing a hero to cut off its head and do something with the blood. (If a hero disobeys the horse, the horse may help him out of the ensuing difficulty by giving up one of its lives!) The blood of a táltos horse has been attributed magical powers too numerous to mention – for game purposes, let it be able to cast *any* one spell! The head will then return to the horse's neck, and it will be as before. The next time the head is cut off, the blood will again be capable of any spell – the same one as before, or a different one. Often, the hero won't know what the blood will do – the horse just tells him to throw it at the witch, for example. Should any character or *player* mention cutting off the horse's head before it suggests it, the horse will vanish from the party, never to be seen again.

The táltos horse usually vanishes or becomes a normal horse once the hero marries the princess and settles down. This is a good model for a game: they are meant as temporary allies in an epic quest.

Some players will want their characters to have a táltos horse. This is not recommended for long-term playing – the horse is simply too powerful. Looking at the *Special Qualities of Patron* section on p. B24, a táltos horse is at least a 35-point Patron advantage. If it is a constant companion, that means it would cost the character 105 points – and be cheap at the price!

Taniwha

ST: 50-60 **Move/Dodge:** 8/6 **Size:** 15-20 hexes
DX: 12 **PD/DR:** 3/4 **Weight:** 2+ tons
IQ: 3 **Damage:** 3d-1 imp **Origin:** ML (Maori)
HT: 13/50-60 **Reach:** C,1 **Habitats:** J,F,M, FW,SW

Taniwhas are giant lizards. Had they any magical qualities at all, they would be in the *Dragon* section, but they don't. They look and act like giant iguanas, but they eat people.

Some *do* have wings, however, and they are found in many habitats: oceans, lakes, mountains, jungle, forest – there are taniwhas that can adapt to all conditions. Wingless land and river taniwhas are sometimes called *ngararas*.





They *are* huge, though – it takes a brave warrior to face one. Their minds, such as they are, have room for only one idea: food. The Reptile Control spell (p. M22) *does* work on these creatures without any problem.

They attack for 3d-1 impaling damage – their teeth are *big*.

Tarantula

ST: 1 **Move/Dodge:** 3/7 **Size:** <1 hex
DX: 12 **PD/DR:** 0/0 **Weight:** 1 ounce
IQ: 2 **Damage:** * **Origin:** ML (Italy)
HT: 13/1 **Reach:** C **Habitats:** P,D,F,M

The bite of a tarantula causes severe depression leading to death, according to the medieval Italians. Anyone bitten by a tarantula takes one hit of damage immediately, and falls into a deep languor – he won't care about anything, no matter how vital; he won't even defend himself. Within an hour of such depression, the subject must hear lively, joyful music and begin to dance or lose 1 HT per hour and not care. To be cured, he *must* dance for three consecutive hours! If the music ceases before that time, he sinks back into depression, and must start over to be healed. The musician(s) must make a successful skill roll every hour, or they don't maintain the proper happy spirit.

After dancing for three hours, the victim collapses with ST 1, and has sweated out the tarantula venom. To recover his ST, he needs to make a HT roll every *hour* that he rests *completely* – a successful roll means he has recovered 1 ST. He is fully cured when his ST reaches normal. (The musicians are undoubtedly very tired after the three-hour jam, too, but their ST is regained at the normal rate!)

The tarantula cannot bite through even DR 1, but strikes at hands and other body parts at no penalty if they are brought close to it.

Tazelwurm

ST: – **Mv/Dodge:** 18/9# **Size:** <1 hex
DX: 13 **PD/DR:** 0/0 **Weight:** <1 lb.
IQ: 3 **Damage:** * **Origin:** ML (Swiss)
HT: 14/3-5 **Reach:** C **Habitat:** M

The tazelwurm is a small winged lizard, reputed to be poisonous. It is active at all hours, and is usually solitary, though sometimes found in pairs. It lives strictly in mountainous country, and is very shy of humans. Use of Animal Handling on this creature would be at -2.

Should it be surprised by a party, it will fly away to its lair, a small cave. If surprised in its lair, it will attack in desperation. Its teeth can puncture up to heavy leather armor, delivering a Type G venom doing 2 dice damage instantly. Its Speed on the ground is 4; Dodge is 6.

Alternate names for this creature are tatzelwurm and taisal worm.

Tengo

ST: 40 **Move/Dodge:** 8/8 **Size:** 2 hexes
DX: 14 **PD/DR:** 1/2# **Weight:** 1,200 lbs.
IQ: 4 **Damage:** 2d cut# **Origin:** ML (Japan)
HT: 14/48* **Reach:** C,1 **Habitats:** J,M

The tengo is not to be confused with the Japanese *tengu*. A tengo is an eight-headed, eight-legged, eight-tailed tiger. It has the basic ferocity of a tiger, but does not fear humans. Indeed, it seeks them out as food! In combat, it is a terror, as any three of the heads may bite at one time, *and* any three of the paws may strike in a single turn, for a total of six attacks per turn! It still has a regular defense roll every turn.



Only two heads may attack a given foe, or two paws, or one head and one paw. The teeth do 2d cutting damage each, while the claws do 1d+2 cutting. It may attack to any front or side hex, up to six different hexes each turn.

It is very difficult to kill a tengo. The body, paws and tails are invulnerable – they take no damage from blows! Each of the heads has 6 HT, and all eight heads must be killed before the creature dies. (The PD and DR listed above are for the heads.) When a head receives 6 hits, it goes limp and cannot attack any more. Even when it is down to the last head, however, the tengo still has four attacks per turn: one from the surviving head and three from its paws.

Tengo are solitary creatures, active any time.

Thunder Sheep

ST: 18	Move/Dodge: 8/6	Size: 1 hex
DX: 13	PD/DR: 2/1	Weight: 100-250
IQ: 5	Damage: *	Origin: ML (China)
HT: 15/8	Reach: C	Habitat: With Dragons

Chinese dragons (Lung, p. 89) raise fierce, proud sheep, with wool like clouds and horns like lightning. These beasts can cast any Air spell either at whim or when commanded by their shepherds – skill 15. Thunder Sheep can also walk straight up or down, at their normal movement rate.

When threatened, they use the Lightning spell (p. B158), casting it from their horns. They can bite for 1d-3 crushing, or ram for 1d-1 crushing.

Although Thunder Sheep are sacred, dragons despise labor and do not like to tend them. Dragon kings punish renegades by making them care for sheep, and female dragons become shepherds when their husbands disown them. Shepherds sometimes ask travelers to help avenge their dishonor.

Tommoraki

ST: 20	Move/Dodge: 10/6	Size: 2 hexes
DX: 12	PD/DR: 2/3	Weight: 110 lbs.
IQ: 9	Damage: 1d cut#	Origin: ML (Japan)
HT: 12/25	Reach: R,C	Habitat: F*

Tommoraki are harpylike birds of an evil nature. They resemble large black vultures with human foreheads, eyes and ears. They are messengers of evil forces, and may serve demons, evil dragons or powerful necromancers. They smell terrible: +4 on any roll to notice one by smell, at up to 10 yards away.

They can understand speech, but do not speak themselves. Since most of the lords they serve have Mind Reading or Beast Speaking spells, this is usually not a problem. They enjoy disrupting holy religious ceremonies, and are often used to distract those good mages and clerics who are the enemies of their nefarious masters.

A tommoraki may spy on its enemies, then fly to its master regularly to report. However, some are permanently stationed near a holy spot or good mage, with instructions to

harass as needed. They are sometimes used as war birds in an all-out assault, but this is rare – they are more valuable as guerrillas.

They will raid a temple or mage's quarters whenever they think they can get in, day or night. An open window is as good as a written invitation to a tommoraki. They rarely attack outright, preferring to sabotage.

A tommoraki has a mana organ in its forehead with 10 "fatigue" stored in it. Its spells, all at level 15, include Spasm (p. M23), Shape Air (p. B157), Stench (p. 107), Create Water (p. B159), Weaken (p. M51), Stiffen (p. M51), Knots (p. M52), Manipulate (p. M61), Undo (p. M61) and Noise (p. M69).



They also can breathe fire, at 3 fatigue per breath (from ST, not their mana organ), for a range of 1 yard. They use it primarily to burn inanimate objects: tables, tablecloths, tapestries, herbs hanging to dry and other magical ingredients, scrolls, grimoires, wands, staffs, etc. (The fire breath does 1d-2 damage to a living creature.) They disrupt a mage's workshop in other ways as much as they can: knocking bowls, vials, jars and other breakable objects onto the floor, shredding books, scaring domestic servants, spitting in the food, vomiting on everything, etc. Their spit and vomit are type H venoms for 1d, only if ingested.

Tommoraki are especially active on holy days, trying to disrupt any chants and ceremonies to prevent them from being effective.

Rumor: Tommoraki are otherworldly creatures, according to some stories. They can magically appear at holy rites at the right time to disrupt them, without having to wait nearby. They can also pass through walls, taking one second to materialize or dematerialize.



Tunguru

ST: 30-60 **Move/Dodge:** 5/6# **Size:** 20-40 hexes
DX: 12 **PD/DR:** 1-2/1-2 **Weight:** 900-1,500 lbs.
IQ: 4 **Damage:** * **Origin:** ML (SAI)
HT: 13/20-40 **Reach:** C **Habitats:** FW, J

Tunguru are giant, river-bound anacondas, known to various native tribes of Brazil. They are anywhere from 60 to 120 feet in length, and some may be even longer. They are constricting snakes, not venomous.

Tunguru are so big that must rely on the buoyancy of the river to move about. On land they move only 1 yard per turn, and even then rarely have over half of their bulk out of the water at any one time.

Tunguru attack with a grapple, then choke their victims. They do crushing damage equal to the *Biting Damage* for their ST, minus one. Thus, a ST 50 tunguru does 2d+1 crushing damage, and would be about 100 feet long.

They are active any time, but do not feed for months after consuming a large meal. They swallow their prey whole, never chewing their victims at all.

Unicorn, Fantasy

ST: 35-40 **Move/Dodge:** 18/10 **Size:** 3 hexes
DX: 15 **PD/DR:** 1/1 **Weight:** 800-1,200 lbs.
IQ: 10+ **Damage:** 2d+1 imp# **Origin:** F
HT: 15-17 **Reach:** C **Habitats:** F, M

This is the unicorn of modern fantasy – see also *Unicorn, Medieval*, below, and *Kilin*, p. 38.

Fantasy unicorns are gentle creatures that are the enemies of evil. They are intelligent and can understand several languages. A unicorn resembles a beautiful white horse with a single, long white horn rising out of its forehead. They are usually pictured as having tufts of hair around their ankles, and long, silky manes and tails.

They have the following advantages: Absolute Direction, Alertness (up to +5), Charisma (up to +5), Combat Reflexes, Danger Sense, Empathy, Immunity to Disease, and Luck. In addition, each has the Detect Lies skill at level 15!

Unicorns know certain magical spells as an inborn talent. Every fantasy unicorn knows Purify Water (p. B159), Purify Food (p. M42), Awaken, Minor and Major Healing (p. B162), Aura (p. B163) and Neutralize Poison (p. M45) – see *Rumors* for further spells they might know. A unicorn must touch the subject with its horn to cast a spell – all spells are known at level 15 (or higher, if the GM decrees).

In combat, the unicorn fights primarily with its horn, though it can kick and bite as a horse. The horn attack is handled as a slam attack, with the unicorn doing 2d+1 impaling damage on a successful slam. If the unicorn wins the Contest of DX (in the slam) by 8 or more, it automatically does maximum damage. Critical success by the unicorn means that it has hit its opponent in the vitals – triple any damage that gets past DR.

Biting damage is 1 die crushing; kicking damage is 1d+2 crushing.

They are fierce opponents of evil, and their usually gentle eyes light up with righteous anger when witnessing any act of cruelty. Unicorns are creatures of the day, and prefer to sleep at night.

While they tend to avoid people, they will befriend those who are pure and in need. They have been known to rescue hard-pressed warriors, but will only allow children and female virgins to ride on their backs. If the party is faced with a truly evil foe and the situation seems helpless, they might well consider asking the aid of a unicorn – if they can find one. They are very rare animals, and do not seek out humans of their own accord. They like to make their homes deep in the heart of a remote forest, sometimes in the mountains. They eat grass, like horses, and various herbs of the woods.

Rumors: Some say the unicorn can talk, and speaks many languages, both human and animal. Some even have the Voice advantage!

It is also rumored that unicorns have the native ability to cast many other spells. The spells that are most commonly attributed to fantasy unicorns are Beast Soother (p. B155), Beast Summoning (p. B155), Beast Speech (p. M22), Test Food (p. M42), Seeker (p. B163), Mage Sense (p. M49), Analyze Magic (p. B163), Continual Light (p. B163), Bless (p. M54), Remove Curse (p. M54), Bravery (p. B164), Peaceful Sleep (p. M56), Bless Plant (p. M66), Forest Warning (p. M66), Hide Path (p. M67), and Plant Sense (p. M67).

The GM may decide that a given unicorn knows some or all of these spells. However, should the party win the friendship of a spell-casting unicorn, they have a potent ally. The GM needs to be careful that they don't start relying on the unicorn to solve all their problems for them. There are stories of unicorns that only cast their spells reluctantly – they are in tune with the patterns of mana and fate and instinctively know when it is time to refrain from using magic.

Some say the unicorn can parry with its horn (Parry 8, if true).

It is said that the horn has the same powers ascribed to that of the medieval unicorn (below) – but the unicorn will quickly pine and die if its horn is taken!

Unicorn, Medieval

ST: 25-30 **Move/Dodge:** 18/10 **Size:** 3 hexes
DX: 15 **PD/DR:** 1/1 **Weight:** 800-1,200 lbs.
IQ: 5 **Damage:** 2d+1 imp# **Origin:** ML (Europe)
HT: 15 **Reach:** C **Habitats:** F,D,M

This is the medieval concept of the unicorn – see also *Unicorn, Fantasy*, above, and *Kilin*, p. 38.

The medieval unicorn resembles a small horse or large goat, with a goat's beard and a single sharp, twisted yard-long horn growing out of its forehead. The horn is black at the base, white in the middle and red at the tip. The unicorn is a solitary, reclusive creature – most people will never see one, and no one has ever seen two together. They are active only during the day. They are not sentient and cannot speak any human language. Nor are they magical (except for the horn); they cannot cast spells.



In combat, the unicorn is the fiercest animal in nature, and no sound is more horrible than its braying. Most medieval experts hold that it can be killed but never captured, and that it can never be tamed. It is the enemy of the elephant and the lion, and has been known to kill an elephant in a single blow!

Unicorns have keen senses (Vision, Hearing, Taste/Smell 18) and are quite stealthy (Stealth skill 18). If they detect anyone approaching, they will steal away before they can even be seen. If cornered, they will fight fiercely, though they may take the first opportunity to flee if the battle is going against them.

In combat, the unicorn fights primarily with its horn, though it can kick and bite like a horse. The horn attack is handled as a slam attack, with the unicorn doing 2d+1 impaling damage on a successful slam. If the unicorn wins the Contest of DX (in the slam) by 8 or more, it automatically does maximum damage. Critical success by the unicorn means that it has hit its opponent in the vitals – triple damage whatever gets by DR.

Biting damage is 1 die crushing; kicking damage is 1d+2 crushing.

The horn can neutralize any poison on contact. This can be done either by touching the whole horn to poisoned food, drink or wound, or by ingesting powdered horn.

A unicorn horn is very rare and valuable – worth at least \$100,000. The GM should be careful about allowing his players to meet a unicorn: he may be granting them wealth that will upset the game balance. Of course, there are always thieves . . .

Rumors: Some legends state that the unicorn has a weakness for female virgins, and will put its head on a virgin's lap and allow itself to be stroked until it falls asleep. At this point, it may be captured with ropes. In any event, the medieval unicorn *cannot* be tamed, and capturing one will not win its friendship.

The unicorn's horn is reputed to have aphrodisiac qualities: eating powdered horn will give +4 to Sex Appeal for 12 hours, if true. Powdered horn will also brighten one's teeth, some say (+1 to appearance for 12 hours, if true).

Unktehi

ST: 100	Move/Dodge: 9/6	Size: 80 hexes
DX: 12	PD/DR: 2/2*	Weight: 125 tons
IQ: 4	Damage: 3d+2 cr#	Origin: ML (NAI)
HT: 13/50	Reach: C-6	Habitat: FW

Also known as the uncegila, this is a unique gigantic female snake with magical powers and deadly poison. It is two yards wide and 40 long! It has a single blunt horn, as long as a man, growing from its head. The scales glitter like mica, and a crest run along its back that sparkles like dancing flames. The sides are adorned with many-colored round spots. The seventh spot from her head is the only place she can be wounded, and only with magic weapons! Her heart lies behind that spot, and is magical in nature.

The unktehi was once a witch, but has now lost all reasoning ability. She is reduced to a creature of unthinking malice, constantly active, devouring anything she can. She can

strike up to 6 hexes away with her horn for 3d+2 crushing damage; this delivers a type K venom for an additional 2d damage. The poison takes effect if the victim takes even 1 point crushing of damage – it is injected magically, not physically.

Anyone who looks at her head must make a HT-2 or IQ-2 roll (player's choice) or suffer from the Madness spell (p. 107). This roll is necessary *every second* that the victim looks at the head. The horn is an exception, and it is often the only thing showing above the water when she is submerged. For those fighting the unktehi, the GM should require a Will roll at +2 every turn to avoid looking at the head. Anyone making an active defense roll to avoid the horn *must* look at the head or be at -4!

Damage anywhere on the body has no effect, with two exceptions. There is a vulnerable spot on each side of the body – the seventh spot from the head – with PD2, DR2. Magic can be used to attack the snake, but its heart is a mana organ, which interferes with spells (see sidebar, p. 113).

The heart is very cold, and anyone handling it will burn their hands if they do not protect themselves with something as thick as heavy leather when touching it. It is magical, but very large and heavy: roughly 5 feet in diameter, weighing 200 pounds! If anyone digs a 10-foot deep pit for it in the floor of his dwelling, and feeds it deer (or similar) blood daily, it will grant him the following powers: Charisma +3, a Sex Appeal skill of 18, and the Luck advantage (p. B21). These abilities will last as long as the heart is fed daily and no one else sees it – they end immediately should either condition be violated. It will work for a group of people, if all were at the slaying of the unktehi. The heart itself does not cause people to become evil, though the powers it grants may corrupt some.

The blood of the unktehi, if applied within an hour of the creature's slaying, will cure blindness, even blindness from birth. Note that should a PC avail himself of this power, he must then buy off the Blindness disadvantage!

Vasa Mortis

ST: 95-115	Move/Dodge: 7/6	Size: 10 hexes
DX: 12	PD/DR: 2/2	Weight: 1-2 tons
IQ: 4	Damage: 3d-1 cut#	Origin: ML (Anglo-Saxon)
HT: 16/60-70	Reach: 1	Habitats: S, P

A vasa mortis is a giant bird with four heads and lion paws. The body itself has no feathers, but the wings and heads do. It is roughly the size of an elephant, and eats humans, horses, cattle, etc.

It lives in bogs and lonely moors, but can fly to more inhabited places to get its meals. It is not a fast flier, and the listed speed is both flight and ground movement. It is active any time except in the heat of the day.

The vasa mortis attacks with its heads at a one-hex reach, to any front or side hex. The heads have full coordination, and all four may attack in the same turn, but only one to an opponent. They are too big to attack the same foe. Each head has an effective ST of half the bird's total ST for biting purposes.





Each of the vasa mortis' heads can take up to 1/4 of its HT before going out of commission. All heads must be knocked out or stunned to knock out or stun the bird in that manner.

It cannot reach its own body, so it cannot attack in close combat; this weakness would be known on a Naturalist roll, and might be deduced on an IQ-3 roll after close observation. If things go poorly, it can fly up and then try to crush its victims, doing 4d crushing damage to anyone it lands on! However, the dim-witted bird takes full damage from any properly braced impaling weapon it descends onto! The squashed foe still takes 4d crushing damage, though.

Vodyanye

ST: 11-16	Move/Dodge: 6/7	Size: 1 hex
DX: 12	PD/DR: 1/1	Weight: 150-200 lbs.
IQ: 5	Damage: *	Origin: ML (Russia)
HT: 14-18	Reach: C,1	Habitat: FW

Vodyanye are water creatures with a shapeshifting ability. They are roughly human-sized, but no one knows what their true shape is. They can assume many shapes: a clump of reeds, a small floating tree, a beautiful woman, a large otter, a reptilian monster, and others. It takes them 3 seconds to change shapes. They cannot speak, nor are they intelligent.

Their power waxes and wanes with the moon every month – they are strongest at the full moon. However, a vodyanye will be active all the time, not just at night. They are not likely to attack anyone within two weeks of a new moon, and the stats given are for the quarter moon to full moon. There have been reports of anywhere from one to a dozen vodyanye seen at a time.

They eat humans, and shift shapes seemingly randomly to try to lure victims into the water or lull their fears and convince them there is nothing dangerous around. Once a potential prey is in the water, the vodyanye grows tentacles in 3 seconds, without otherwise changing shape. It then grapples with a 1-yard reach (roll a quick Contest of DX) and tries to drown the victim (roll a Contest of ST each turn to see if the victim can escape). See p. B91 for rules on drowning.

A vodyanye doesn't attack in any other way; it waits until its opponent stops struggling before feeding. They never leave the water.

Rumor: Many people believe the vodyanye are really a race of intelligent, evil shapeshifters who capture people and make them serve as slaves in their magical underwater palaces. Such palaces create air magically for these trapped humans, or at least enable them to breathe water. See *GURPS Fantasy Folk* for suggestions on running such a fantasy race.

Waira

ST: 20	Move/Dodge: 7/7	Size: 2 hexes
DX: 12	PD/DR: 2/4	Weight: 200 lbs.
IQ: 4	Damage: 1d imp#	Origin: ML (Japan)
HT: 15	Reach: C,1	Habitats: F, J

Waira are extremely ugly monsters that lurk by roadsides, well hidden by bushes. They will attack small parties, usually waiting for the last member of the group to come alongside. They strike quickly, and drag the body into the bushes to devour.



They have lumpish bodies, but move fairly quickly nonetheless. Their fur is splotchy and repulsive-looking, while their heads are flat like a crocodile's, but otherwise shaped like an ugly dog. Their front paws each end in a single, large, hooked claw that does 1d impaling damage. Their heads have two sharp, forward-pointing horns, and their jaws carry many sharp teeth.

A waira can charge out of the bushes and ram a victim by surprise (slam attack). The horns do 1d+1 impaling. It will next use its front claws to stab the foe until he is unconscious, then drag the body away quickly. The teeth do 1d cutting damage, should it ever bite.

They are cowardly creatures, and will run away if the fight looks like it is going against them. They will choose the smaller of two targets if given a choice, and really prefer children. They are solitary, active at any time.

Wasp, Giant

ST: 12-15 **Move/Dodge:** 14/7 **Size:** 2 hexes
DX: 14 **PD/DR:** 3/3 **Weight:** 60-85 lbs.
IQ: 2 **Damage:** * **Origin:** F
HT: 10-12 **Reach:** C **Habitats:** F,J,P,S

There are a number of species of giant wasp. Some are social animals, living in giant nests set on cliff faces. Others are solitary creatures, living in simple mud cells, or underground. All giant wasps are diurnal, all are predators, all have venom and unpleasant tempers, and all will defend their homes.

Wasps that live above the ground go after smaller, lighter prey which they can more easily carry to their lofty nests; their maximum encumbrance while flying is Medium. Wasps that live underground can take victims over twice their size; they drag the victim home. Some wasps will drag a victim up a tree and then do a power-assisted glide toward their hole, repeating as necessary. Some wasps prefer only a specific prey (giant spiders, for example) and, unless provoked, would be harmless to anything else. Other wasps will attack anything of an appropriate size.

The giant wasp will attack its prey with a grapple that does 1d-1 crushing damage if the foe loses the quick Contest of DX. On the turn after biting, the wasp will arch its sting forward and inject the venom – no roll is needed if the foe is still grappled. Different species have different venom types and strengths. Some have a type F venom doing 2d damage, others a type H venom that does 1d damage and takes effect immediately. The sting itself does 1d-3 impaling damage.

The nastiest species is a solitary one which has a type D venom that lasts for 1d *days* on a failed HT-3 roll. A successful roll results in paralysis for 3d *hours*! (The GM rolls in secret.) The paralyzed victim is carried back to the nest, where the wasp inserts an egg into the still-living body. When the larva hatches two days later, it eats the victim; it does 1d damage per day. Removal of the larva requires a successful roll against Surgery – see p. B56.

Rumor: Some cultures have legends about giant wasps. In one of these stories, they are intelligent. In another, they are

much bigger – the size of an elephant! Adjust stats appropriately if this is true!

One story tells of benevolent giant wasps, but most state that they eat humans.

Water Bug, Giant

ST: 14-18 **Move/Dodge:** 5/7 **Size:** 2 hexes
DX: 14 **PD/DR:** 3/4 **Weight:** 125-150 lbs.
IQ: 3 **Damage:** 1d imp **Origin:** F
HT: 12-14 **Reach:** C **Habitat:** FW

The giant water bug inhabits lakes and ponds and swims well, but is awkward on land. It is about five feet long and resembles a beetle, though it is not one. It is a solitary, diurnal creature. The giant water bug will lie in wait near shore and attack any humans who come there.

It is a vicious attacker, grasping its victim with the two front legs – a grapple attack. If it successfully grabs its foe, it bites with a powerful beak doing 1d impaling damage. A Contest of ST is necessary to break free. After biting three times, it drags its victim into the water – another Contest of ST, if the victim is still alive!

Water Leaper

ST: 45-50 **Move/Dodge:** 15/8 **Size:** 2-3 hexes
DX: 12 **PD/DR:** 1/2 **Weight:** 600-700 lbs.
IQ: 4 **Damage:** 2d+2 cut **Origin:** ML (Welsh)
HT: 13/35-40 **Reach:** C **Habitat:** FW

A water leaper is a giant toad-bird hybrid, with a reptile's tail and teeth. The body and wings are a bird's, while the head and feet are a toad's. It lives in lakes and large rivers, and leaps suddenly out at a travelers. This is treated as Surprise or even Total Surprise; see p. B122.

It is as large as a bull, and its jaws can gape wide enough to swallow a man! It attacks solely with its bite in close combat, though it may leap up to 5 yards and bite in the same turn. Its wings do not quite enable it to fly, but make its jumps prodigious – up to 15 yards in a single bound.

It is active any time, and is always found alone.

Water Tiger (Giant Dragonfly Larva)

ST: 12-16 **Move/Dodge:** 6/8# **Size:** 2 hexes
DX: 16 **PD/DR:** 1/2 **Weight:** 60-125 lbs.
IQ: 2 **Damage:** 1d imp **Origin:** F
HT: 10-14 **Reach:** C,1 **Habitat:** FW

These water-breathing giant insects are found in fresh-water ponds and lakes, and are a deadly danger. These are very ugly, voracious killers which can seize and eat almost anything their own size. Their attack is almost always a surprise, coming from under the mud or in reeds – and most bathers don't wear armor! See p. B122 for rules on surprise.

They feed on anything they can catch, including humans. Their vicious, retractable jaws allow them to strike at a reach



of 1, doing 1 die impaling damage. Once captured, a foe is nibbled to death (1d-2 per turn) unless he can break free (Contest of ST, with the victim at -1).

If suddenly disturbed, they have a limited form of "jet propulsion," forcibly expelling water and driving themselves rapidly forward. With this ability, they can travel at Speed 9 for up to 4 turns.

A water tiger is always active, and is *very* solitary – if two met, each would try to eat the other.

Weasel, Giant

ST: 20-30 **Move/Dodge:** 10/7 **Size:** 2 hexes
DX: 14 **PD/DR:** 1/1 **Weight:** 700-1,500 lbs.
IQ: 4 **Damage:** 1d+1 cut **Origin:** F
HT: 15-20 **Reach:** C **Habitats:** F,FW,P

Giant weasels are fearsome beasts, six feet long, low to the ground and agile. Unlike their smaller solitary cousins, giant weasels tend to run in packs of six to 15. They are most active in the late afternoon and night, are adept at pack tactics, and attack humans on sight – they are quite fond of human flesh.

They can squeeze into remarkably small holes (as little as a foot in diameter). In the open, they can turn and instantly strike anyone attacking their rear; treat all hexes as front hexes. They are furtive animals (Stealth skill 18), preferring to sneak up on their prey, with the entire pack springing out on signal.

White Lasher

ST: 14-17 **Move/Dodge:** 7/6 **Size:** 2 hexes
DX: 12 **PD/DR:** 1/2 **Weight:** 100-125 lbs.
IQ: 4 **Damage:** * **Origin:** F
HT: 12-15 **Reach:** R,C **Habitats:** A, F

The white lasher vaguely resembles a wolverine, but is larger and more vicious. It reaches up to six feet in length, with brown fur that turns white in winter. It has a great hatred for humanity, and will attack without provocation.

It is a solitary, territorial animal, hunting mainly at night. It has little skill at stalking, preferring to use its unique magical power to attack from ambush.

The lasher concentrates mana in its eyes, allowing it to cast the Lightning spell (p. B158) at skill level 15. It can store up to 6 "fatigue" points of mana in its eyes for spell-casting purposes; once used, this "fatigue" is recharged at 1 point per hour. The spell is cast instantaneously; the lasher merely has to look at its target. The spell does 1d-1 damage – enough to knock down most small game. The lasher *can* get an aiming bonus, up to a maximum of +3.

In desperate circumstances, it can push the spell to 2d-2 damage by concentrating for two turns (in addition to any aiming) – anyone in a position to see will notice its eyes beginning to glow. Casting the spell in this way will cost the lasher 4 "fatigue." In close combat, the lasher will attack by biting and clawing for 1 die cutting damage.

Wolpertinger

ST: 6 **Move/Dodge:** 18/10 **Size:** 1 hex
DX: 14 **PD/DR:** 1/2 **Weight:** 30 lbs.
IQ: 5 **Damage:** 1d imp **Origin:** ML (Germany)
HT: 14/6 **Reach:** C **Habitats:** M, F

A wolpertinger has the body of a large hare, the antlers of a deer, the wings of an eagle, and what can only be called saber-teeth. The teeth and large jaws give them a damage-dealing power much greater than their size would suggest. The wings store mana to let the wolpertinger fly.



Much fiercer than the jackalope, wolpertingers are omnivores, and have been known to attack humans. They are gregarious creatures, living in packs of up to 40, though a hunting party might only consist of six to ten.

They attack from the air, landing on the victim's neck and biting repeatedly. Very cagey beasts, they will use pack tactics and surprise – they will often swoop down out of trees, for example.

Wolpertingers can be trained, but only if captured very young. Older ones have -4 on Animal Handling rolls, and can only be "faced down" – never tamed. They are diurnal animals, very proud and fierce. They live to be 10 years old.



Wu Kung Ching

ST: 25 **Move/Dodge:** 8#/7# **Size:** 4 hexes
DX: 13 **PD/DR:** 2/2# **Weight:** 600 lbs.
IQ: 7 **Damage:** 1d+1 imp# **Origin:** ML (China)
HT: 15/25 **Reach:** R,C **Habitat:** F,J,S

The wu kung ching is a unique giant centipede, very venomous and capable of shapeshifting. It is slightly longer than a horse in its centipede shape, which is how it is usually encountered. It attacks humans – and most animals smaller than a bull – on sight, but can be pacified if offered grain cakes soaked in wine. It has a limited reasoning capability, but cannot understand speech.

It frequents deep woods and jungles, swamps, caves, and deep valleys – anywhere that it can stay out of direct sunlight. It is active both day and night. Its bite does 1d+1 impaling damage, as well as injecting a type J venom for an additional 1d damage. In addition, it can shapeshift into a thick, black, poisonous cloud that is impossible to see through – this takes only a second. The cloud is a sphere of radius 2, and has a speed of 4 hexes, though that may vary with the wind. In very high winds, the wu kung ching *cannot* assume this form.

Anyone breathing the cloud must make a HT roll or suffer from 1d of a type J venom. The cloud takes its move *at the same time* as any one enveloped character, so the victim is constantly in the cloud until he can outrun it. The gas stings the eyes, and does 1d damage to anyone who tries to keep his eyes open while in the cloud. In effect, the victim is running blind, with all that implies. Anyone in the cloud can hit the wu kung ching automatically, however. See *Poison Gas and Smoke*, p. B132, for further details.

While in cloud form, the creature takes only half damage. It has no PD or DR in this shape, and no active defense. It will drift upwards and away to escape a battle that is going badly – its “ceiling” is 20 yards. It can only stay in cloud form for 10 minutes, then must return to centipede shape.

Should the GM create a whole race of these creatures, they would be solitary beasts.

Yale

ST: 13-16 **Move/Dodge:** 12/7 **Size:** 2 hexes
DX: 14# **PD/DR:** 0/0 **Weight:** 800-1,000 lbs.
IQ: 4 **Damage:** 1d+1 imp **Origin:** ML (Europe)
HT: 12-15 **Reach:** C,1 **Habitats:** P,M,D

The yale is an antelope with long movable horns that may point in any direction, regardless of what direction the yale is facing. It is not aggressive, but will defend itself vigorously.

It is extremely skilled at moving its horns and tossing its head so as to impale anyone within its front or side hexes; DX with a horn attack is 16! It has full coordination with its horns, and can attack two different opponents at once! Treat all critical miss results of “weapon breaks” as “horn breaks.”

They live in herds of 20 to 100, and are capable of jumping over 7 feet high. While the herd will flee predators, the males will stay to the rear, and may swerve to attack at any time the pursuit gets too close.

Zombie Gerbils

ST: 1 **Move/Dodge:** 4/6* **Size:** <1 hex
DX: 12* **PD/DR:** 0/0 **Weight:** 3 ounces
IQ: 2 **Damage:** 1d **Origin:** F
HT: 14/2 **Reach:** C **Habitat:** Any land

Created long ago by an insane mage, zombic gerbils still roam the world (any world), seeking to fulfill their ancient mission. The nature of that mission isn't hinted at in any grimoire, but *they* know, and hopefully the GM does, too.

One zombie gerbil is too small to cause any trepidation. However, they travel in a massive horde, and the sight of thousands of these tiny monsters swarming across a plain has caused many brave adventurers to turn back from sworn missions. Treat them as a swarm of Rats With a Purpose. See *Swarms*, p. B143, for rules on running these fearsome creatures – or use the *Horde* rules in *GURPS Horror* or *GURPS Bestiary*.

As zombies, they feel no pain and cannot be stunned. They crumble to dust when their HT reaches zero.

Rumor: There are recurring stories of a magical device that consumes the life force of gerbils and spits out their reanimated corpses. The rumors are vague about what it does, but some say it projects the chilling touch of a skull-spirit (p. M117) at a distance. If so, then zombic gerbils are a magical side effect . . . and there is a necromancer somewhere who is armed with a “ray gun” that ejects zombie gerbils like spent shell casings!



CHAPTER TWO DRAGONS



Dragons are the archetypal fabulous creature. No other mythical animal appears in so many cultures. In general, they are huge, long-lived, reptilian monsters. Their appearance and habits vary widely. Some are intelligent and can speak human languages, if it suits them to do so. Most dragons are creatures of terrible beauty.

So many cultures have variations on the dragon myth that all are treated here together. This section contains both general and specific rules for running dragons. General rules for fire breath, tail strikes and magic ability are listed under Firedrakes.

TYPES OF DRAGONS

Dragons can be classified by many criteria. Some cultures felt dragons were intelligent, for example, while others described them as purely beastlike in their thinking. The Game Master may treat dragons however he chooses, and should give PCs partial information but not tell them everything. Unless dragons are very rare or very distant creatures, adventurers would know at least the basics of dragon lore.

Some of the ways different cultures saw dragons include:

Nature: Divine or Mundane.

Attitude: Beneficial or Devastating.

Intelligence: Human (approximately) or Animal.

Magic Abilities: With or Without.

Movement: Flying or Non-Flying; With Legs or Legless.

Breath: Fire, or Other Devastating Breath, or No Special Breath.

Habitat: Mountain, or Other Land, or Fresh Water, or Salt Water.

Size: Large (elephant or bigger), or Medium (between a horse and an elephant), or Small (horse-sized or less).

Head: Single-Headed or Multiple-Headed.

Vulnerability: Fully Invulnerable, or Partially Invulnerable, or Normal Vulnerability.

Firedrake

The "default" dragon is the firedrake of nearly universal legend. Rules for fire breath, tail sweeps and strikes, and magic abilities are found in this description, below.

Hatchling Dragon

ST: 10-15

Move/Dodge: 8/4#

Size: 2 hexcs

DX: 9

PD/DR: 1/1

Weight: 150-200 lbs.

IQ: 10

Damage: 1d-1 cut#

Habitat: M

HT: 10-15

Reach: R,C

#Move on the ground is 4.





Young Dragon (20 years old)

ST: 15-25 **Move/Dodge:** 10/5# **Size:** 4 hexes
DX: 11 **PD/DR:** 1/2 **Weight:** 500-800 lbs.
IQ: 11 **Damage:** 1d+1 cut# **Habitat:** M
HT: 15/15-25 **Reach:** R,C,1

#Move on the ground is 5.
 Likely to know at least one non-dragon language.

Adolescent Dragon (100 years old)

ST: 25-40 **Move/Dodge:** 12/6# **Size:** 4 hexes
DX: 12 **PD/DR:** 2/3 **Wt:** 800-1,500 lbs.
IQ: 12 **Damage:** 2d cut **Habitat:** M
HT: 15/25-40 **Reach:** R,C,1

#Move on the ground is 6.
 Likely to know several languages and 1d spells at level 15+.

Young Adult Dragon (200 years old)

ST: 40-50 **Move/Dodge:** 14/6# **Size:** 10 hexes
DX: 13 **PD/DR:** 3/4 **Wt:** 1,000-2,000 lbs.
IQ: 13 **Damage:** 2d+1 cut# **Habitat:** M
HT: 15/40-55 **Reach:** R,C,1

#Move on the ground is 6.
 Likely to know several languages and 2d spells at level 18+.

Adult Dragon (300 years old)

ST: 50-60 **Move/Dodge:** 18/6# **Size:** 10 hexes
DX: 14 **PD/DR:** 4/6 **Wt:** 1,500-2,500 lbs.
IQ: 14 **Damage:** 3d imp# **Habitat:** M
HT: 15/55-70 **Reach:** R,C-2

#Move on the ground is 6.
 Likely to know many languages and 4d spells at level 21+.

Old Adult (500 years old)

ST: 60-70 **Move/Dodge:** 22/6# **Size:** 12 hexes
DX: 14 **PD/DR:** 4/6 **Wt:** 2,500-3,000 lbs.
IQ: 15 **Damage:** 3d+1 imp# **Habitat:** M
HT: 15/70-90 **Reach:** R,C-2

#Move on the ground is 6.
 Likely to know all "modern" languages and 2d×5 spells at level 21+.

Monstrous Dragon (1,000 years old)

ST: 70+ **Move/Dodge:** 26/6# **Size:** 14+ hexes
DX: 14 **PD/DR:** 4/7 **Weight:** 3,000+ lbs.
IQ: 16+ **Damage:** 3d+1 imp# **Habitat:** M
HT: 15/90+ **Reach:** R,C-2

#Move on the ground is 6.
 Likely to know all languages and 2d×10 spells at level 21+.

Firedrakes are intelligent, and have the ability – though not always the desire – to speak human languages. These are the dragons most commonly found in medieval and other legends. The generic term "dragon" is used synonymously with fire Drake in this section.

Dragons are motivated by pride and greed – both for food and for treasure. They breed in mountain fastnesses. A newly hatched fire Drake is about the size of a man. He immediately sets out to find his own territory. Most perish at the hands of men, monsters, or other dragons. A few survive.

Dragons are never common. It takes a large territory to provide enough fresh meat for such a beast; a full-grown fire Drake can eat two cows a week, and will attack elephants or mammoths just for variety. Even a hatchling eats as much as a man! However, see *Rumors*, below.

Dragons are born knowing their own language. Any fire Drake but a hatchling will probably know other languages as well.

Dragons continue to get larger, older, and wiser throughout their lifetimes. They grow very slowly, but never get weak or senile. They are said to be immortal, dying only as a result of violence.

Dragon Magic

Dragons are profoundly magical. Their hearts, blood, scales, teeth and claws are all useful as spell components; the heart is particularly potent. Their scales derive some of their



high PD and DR from the mana stored in them. Their powers are unaffected by mana level – except that in a no-mana area, they lose 1 HT per turn. Many dragons prefer *low*-mana areas, because wizards are less likely to attack them there.

Most fire-drakes know magic, which they use as though they were human. It is not known how dragons learn and practice their spells. An old dragon may know dozens of spells – all at level 21 or better! All dragons have Magery 3.



Dealing with Dragons

Dragons' motivations will vary from individual to individual. Some care only for food and treasure, and some are extremely proud and haughty. Others are noble and will fight for a good cause if it is important enough. Any dragon may cooperate with humans for its own reasons; its oath, once given, is not broken. Although a human army is one of the few things a fire-drake really fears, dragons sometimes participate in wars. A few of the greatest heroes have even ridden dragons. A dragon can carry no more than Light encumbrance (ST×6) in flight; this reduces its flight Move by 4.

The best way to approach a fire-drake is to be very polite and to offer treasure. Food is welcome, but only a small or starving dragon will work for food alone. Threats are unlikely to work, and often result in the sudden demise of the adventurer.

Dragons have Alertness +2, and are very difficult to sneak on.

Fighting with Dragons

Fire-drakes have several methods of attack. Like most beasts, they can bite and claw, doing the listed damage. Young dragons do cutting damage; the older ones do impaling damage.

A dragon may also lash with its tail. This may be a "sweep" to knock foes over or a "strike" against one particular foe. The fire-drake may lash into any of its rear hexes. A dragon over 4 hexes in size can lash into any back hex and/or any hex *adjacent* to a back hex!

For a *sweep*, the dragon picks either the rightmost or leftmost foe in range and rolls a quick Contest of ST. If the fire-drake wins, the foe falls over and the dragon rolls against the next foe – and so on. If the dragon ties or loses, the foe remains standing and the sweep is over.

A *strike* is an attack rolled against one foe at the fire-drake's normal DX. It does crushing damage equal to the dragon's biting damage.

Fire-drakes breathe fire, of course. The range of a dragon's breath is equal to its area in hexes; a 10-hex dragon can breathe fire 10 hexes away! Each breath costs the dragon 2 fatigue points; thus, a young fire-drake will likely conserve its breath, but an old one will breathe as many times as needed.

The bigger the drake, the hotter the breath – damage is one point less than the dragon's biting damage. Thus, an adult dragon does 3d-1 damage with each breath. Dragon breath hits automatically (but cannot fire through one figure to get another); the only defense is to Block, or Dodge *and* Retreat (see *Flame*, p. B129).

The Move listed for each dragon is its flying Move. On the ground, a hatchling's Move is 4, a young fire-drake's Move is 5, and all others have Move 6.

Dragon Rumors

Some dragons have no breath weapon; some breathe other substances besides fire. Treat a venomous cloud as a *Gas* – see p. B132. The gas will be followed by enough of a strong breath to blow the gas away from the dragon.

It is said that fire-drakes have the ability to go for *long* periods without food. They must sleep most of the time when they do this, and even during the hour or so per day they spend awake, they don't do anything more strenuous than gloat over their hoard. It is possible that they do this to sharpen their appetite, which periodically becomes jaded. When it leaves its lair, the dragon will be *very* hungry! Thus, there *may* be a fire-drake in an area, but the only people that believe it are old folk who saw it in their youth, and whom no one believes anymore.

In some tales, dragons are invulnerable to all weapons except in a certain spot on their breast. If true, the spot would not have much PD or DR – PD 2, DR 3 at most.

Some say that dragon scales are immune to dragon flame. If so, the scales or hide of a slain fire-drake would be very valuable when another dragon must be hunted.

There is also a persistent rumor that coating oneself with mud will protect fully against a fire-drake's breath. The Game Master may decide if this is true, or merely adds DR 1 against flames.



DRAGONS OF VARIOUS CULTURES

Aitvaras

ST: 4 **Move/Dodge:** 16/8# **Size:** <1 hex
DX: 16 **PD/DR:** 1/1 **Weight:** 5-10 lbs.
IQ: 9-11 **Damage:** 1d-4 cr **Origin:** ML (Lithuania)
HT: 12/5 **Reach:** C **Habitat:** F*

An aitvaras is a hybrid rooster-dragon. It has the head, wings and body of a large rooster, with the four legs and tail of a miniature dragon. (Some say it has only two legs.) While it is intelligent, it cannot speak. It likes greedy people, and will associate with them, living in their barn or other outbuilding. All aitvarases are thieves.

The aitvaras can fly at speed 16 – on the ground it moves at 3. It is a superb thief, having the Night Vision advantage and a Stealth skill of 18. It is only active at night, and *must* sleep during the day. They do not adventure – they need a stable home base to operate from. Their nests are very well hidden.

Aitvarases know a few spells at level 15. These are inherent rather than learned – no aitvaras has been known to learn any spells beyond these, and they all know the same spells. These are Seek Earth (p. B156), Lockmaster (p. M61), Extinguish Fire (p. B158), Hail (p. M37), Shatter (p. M51) and a spell that will dry up a cow so it gives no more milk. Seek Earth (to find gold and silver) and Lockmaster are the only spells it uses regularly – the others are reserved for people who annoy it.

Aitvarases thrive on cooked food – especially omelets – but cannot cook! They will bring gold and silver coins to anyone who will prepare them food and who isn't fussy about where the coins are coming from. If a farmer should harbor an aitvaras and then wish to stop its thieving – either through guilt or fear of being caught – the aitvaras will begin to ruin the farm. Cows will go dry, hail will destroy the crops, crockery will shatter, fires will go out – until cooked meals are forthcoming again and an apology is received.

The thieving is done after dark, of course, and usually takes half the night – the aitvaras is a careful thief. Depending on the value of gold and silver in the campaign, it will supply anywhere from \$20 to \$200 a night. Sometimes irate neighbors will band together and search all the local farms or townhouses for an aitvaras – woe to the person whose property they find it on!

There are stories of innkeepers keeping an aitvaras to rob the patrons. These people can usually produce ironclad alibis for every employee if something is stolen – obviously the travelers must be trying to frame them!

No one has ever seen more than one aitvaras at a time – its mating habits are totally unknown.

Rumor: They can shapeshift into cats, dogs, chickens and even humans.

Ajatar

ST: 30-40 **Move/Dodge:** 4/8 **Size:** 6 hexes
DX: 14 **PD/DR:** 3/4 **Weight:** 600 lbs.
IQ: 8-12 **Damage:** 2d-1* **Origin:** ML (Finland)
HT: 12/30-40 **Reach:** R,C,1 **Habitats:** F, S

An ajatar is an evil-minded dragon that is much dreaded. Intelligent, it can speak the local language. It demands treasure, food, sometimes even human sacrifice. It can breath fire and strike with its tail like a fire Drake, but its magic is the real reason it is feared.

The ajatar knows only two spells, but doesn't hesitate to use them if people don't give in to its demands. It can cast Curse (p. 106) and Pestilence (p. 107), both at level 21. Otherwise, treat it as an inimical fire Drake.

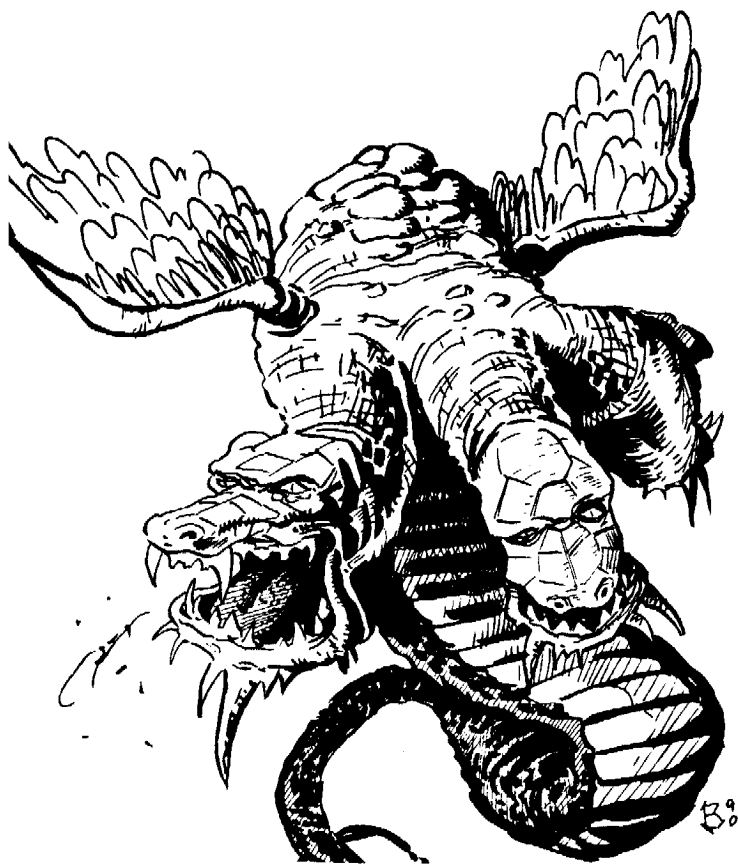
Azhi Dahaka

ST: 100 **Move/Dodge:** 26/6# **Size:** 18 hexes
DX: 14 **PD/DR:** 4/7 **Weight:** 4,000 lbs.
IQ: 8 **Damage:** 4d+1 imp# **Origin:** ML (Persia)
HT: 14/70-110 **Reach:** R,C-2 **Habitat:** M

The azhi dahaka is a unique, flying Persian dragon with three heads. It is immensely powerful and is an opponent for only the worthiest (and best equipped!) heroes.

Each of the three heads has a different breath attack, and any two can be used every turn! They all require 2 fatigue per use, but that doesn't bother the dragon at all. One head can





breathe fire as the fire Drake can, while the other two breathe clouds of gas. Each gas cloud covers a 7-hex circle, and the center can be aimed up to 4 hexes away from the monster, towards the front. A roll vs. DX is necessary to center a cloud correctly, but a failed roll merely means it is off by one hex – roll randomly to determine which direction. See p. B132 for the game mechanics of a gas.

The gas from the second head is a type F poison – see p. 103. The third head breathes a hypnotic gas. Anyone breathing this gas must make a HT roll. Failure means they suffer the effects of the Daze spell (p. B164), lasting one minute. Those who make the HT roll suffer the effects of the Stun spell (p. 107), and may roll vs. HT each turn until recovered.

It may attack with its claws, teeth and tail, as for the fire-drake, but cannot use *any* breath attack in the turn that it does so.

The azhi dahaka does not suffer the effects of stun or knockout from head blows unless all three heads are affected.

Bena

ST: 25-40 **Move/Dodge:** 10/6 **Size:** 7 hexes
DX: 14 **PD/DR:** 2/3 **Weight:** 5-7 tons.
IQ: 5 **Damage:** 2d-1 cut **Origin:** ML (Malay)
HT: 15/25-40 **Reach:** R,C,1 **Habitats:** FW, SW

A bena is a Malay estuary dragon. It cannot fly, nor come on land, but swims very well. It breathes both water and air, and is not bothered by either.

The bena usually resides just off a river mouth, but occasionally comes upriver to feed on fresh-water fish. When it does, it causes flooding all along the way – it prefers deep

water, and is magically capable of “drawing” water with it! The PCs may very well be hired by an upriver town to destroy a bena that is ruining their buildings and crops by flooding them.

The extent of the floods will depend on the terrain, of course. Broad, flat valleys will be flooded with two to three feet of water for miles, while narrow valleys bounded by steep hills will have six to ten feet of water! While the bena prefers water at least 20 feet deep, it can swim in shallower water if necessary.

Bena have also been known to disrupt shipping. Larger ships are not bothered, but smaller fishing boats are often overturned, the bena feasting on the catch . . . and sometimes on the fishermen, too.

It has no fire breath, but can shoot a jet of water from its mouth doing knockback damage equal to the energy put into it, up to 6 ST. Thus, a 6-fatigue water jet does 6d knockback damage! (This is actual damage to creatures of fire.) Its skill to hit is 14. Otherwise it bites and claws for 2d-1 cutting damage.

Rumor: Some fishermen say that wood weapons do double damage to a bena.

Gandarewa

ST: 150 **Move/Dodge:** 14/6 **Size:** 20+ hexes
DX: 14 **PD/DR:** 4/7 **Weight:** 25-30 tons.
IQ: 16+ **Damage:** 6d+1 imp# **Origin:** ML (Persia)
HT: 15/110+ **Reach:** R,C-2 **Habitat:** SW

Gandarewa is a unique sea dragon in the Zend Avesta. It is the personification of evil, and is devoted to the destruction of humanity. In the original epic, it was killed after a nine-day battle.

It lives in the sea, and cannot fly or come on land. It can breathe air as well as water, however, and its head is often out of the water. It loves to wreck ships, and will come into harbors to wreak havoc. It does have flame breath, and delights in setting warehouses on fire, as well as anything else it can. It is very sensitive to holy temples, and will set those on fire, also.

It knows all Water spells (pp. B159-160 and pp. M35-37) and will use them frequently. It also knows such spells as Fish Control (p. M21), Mollusk Control (p. M22) Stench (p. 107), Whirlwind (p. M32), and Ruin (p. M51).

Its tail does 6d crushing to the hulls of ships – see p. B125 for damage.

Herren-Surge

ST: 45 **Move/Dodge:** 4/6 **Size:** 10 hexes
DX: 12 **PD/DR:** 1/1 **Weight:** 1 ton.
IQ: 3 **Damage:** 2d# **Origin:** ML (Basque)
HT: 14/30-40 **Reach:** C,1-6# **Habitat:** M

The herren-surge is a unique 7-headed legless dragon that feeds on maidens. When it enters a district, it lays waste to the whole area with its poisonous breath until it is appeased with offerings. While the herren-surge doesn't speak, people soon learn what it wants – it stops rampaging when it catches and eats a damsel.



It lives in a cave in the mountains, and comes down to habitable lands once a week, always in the day. The heads are all venomous, doing 2d of a type B venom. The bite does no other damage, and can pierce up to DR3 armor.

Unlike most multiple-headed monsters, the herren-surge can only attack physically with one head each turn, a reach of one hex. Another head may breathe a jet of venom, though. This is a blast of air, range 3 yards, that does 6d knockback, plus 2d poison damage from its type B venom. There is no other damage from the discharge of breath unless the victim is blown back into a solid object, such as a wall – in that case, he takes 2d crushing damage. This breath costs the herren-surge 10 fatigue per breath, and requires only one roll: a straight DX to hit. Anyone who is knocked back even one hex must make a Will roll to keep from breathing the venom. The Will roll is at -1 for every additional hex of knockback. The breath will also wither plants, doing 3d actual damage to them.

Six hits in a single blow will cut through the herren-surge's neck.



Kakutan

ST: 40-50 **Move/Dodge:** 14/7 **Size:** 3 hexes
DX: 13 **PD/DR:** 2/2 **Weight:** 800-1,500 lbs.
IQ: 13 **Damage:** 2d+1 cut# **Origin:** ML (China)
HT: 15/20 **Reach:** R,C,1 **Habitats:** M,F,P

A kakutan is a fire-breathing dragon with a horse's body. It cannot fly, but is a very fast runner. The head is draconic, the rest of the body is equine.

Otherwise, treat the kakutan as a fire Drake in all regards except its claw attacks. It can kick like a horse into front or rear hexes for 1d+2 crushing damage. Biting damage is 2d+1 cutting, and fire breath does 2d damage. The head has PD 3, DR 4.

It will know some spells at level 21, but not more than a dozen. It may know any spell without knowing a prerequisite, however.

Ladon

ST: 40 **Move/Dodge:** 5/6 **Size:** 10 hexes
DX: 12 **PD/DR:** 2/3 **Weight:** 1 ton.
IQ: 12 **Damage:** 2d cut# **Origin:** ML (Greek)
HT: 15/40 **Reach:** R,C,1 **Habitat:** M

Ladon is a unique dragon of Greek myth. He guards the golden apples of the Hesperides (three lovely maidens not up to guarding their own apples). Ladon is said to have a beautiful voice and is able to imitate anyone he has ever heard, god or human.

He has no legs, cannot fly, and cannot breathe fire. His breath is venomous, however, releasing a gas cloud with a 2-hex radius, as for the azhi dahaka (p. 86). The cloud is a type F venom doing 2d damage to anyone breathing it. It is also caustic, doing 1d damage to the skin for each exhalation. He bites for 2d cutting damage.

Ladon, like the dragon who guarded the golden fleece, is said never to sleep. Should he be encountered as a guard, he is ever vigilant. In one version of the myth, Heracles had to slay him to get the apples, while in another variation Atlas procured the apples for Heracles, Ladon freely giving them to his friend Atlas.

He not only has the Voice advantage, but can enthrall with his voice. Treat his speech as a slow casting of the Loyalty spell (p. M59). His skill is 15, but only works if people listen to him for a full minute. His voice is so beautiful, and he is *such* an entertaining speaker, that a Will roll is required to interrupt him or stop one's ears. Only one Will roll is allowed per minute, and he casts Loyalty every minute he speaks! If he can, he will talk until all are under his power.

(The Loyalty spell is resisted by IQ. Anyone who fails the resistance roll will follow any direct order given by Ladon; in the absence of direct orders, he will act in Ladon's best interest as he understands it. The spell is immediately broken if Ladon attacks the subject. If the subject is told to do something hazardous or against his morals – GM's decision – he gets an IQ roll to break the spell. Duration is one hour, and there is no cost to cast!)

What he will do with a group of humans under his power depends on the GM's conception of Ladon. Since the spell is broken immediately if he attacks a subject, that's not necessarily the most likely action. He may just send them away, or he may have a mission he wants the group to accomplish. (With a one-hour duration, it won't be a very distant mission, though.)

Lotan

ST: 25-40	Move/Dodge: 5/6	Size: 4 hexes
DX: 12	PD/DR: 2/3	Weight: 400-800 lbs.
IQ: 4	Damage: 2d-1 cut	Origin: ML (Canaan)
HT: 15/25-40	Reach: R,C,1	Habitat: M

A lotan is a 7-headed, earthbound dragon, much feared by the ancient Canaanites. Treat it as a fire Drake without intelligence. It has full coordination for up to 4 heads each turn, but only one may breathe fire each turn. The other three attacking heads may bite. Due to its size, only two heads may strike into each hex in a single turn, and it won't breathe fire on a foe it is also biting!

Lung: Chinese Dragons

There are many different types of Chinese dragon. All types begin as a kioh-lung, which lives 1,000 years (see below) before maturing into any one of several adult types.

Kioh-Lung (Young Dragon)

ST: 20	Move/Dodge: 16/7	Size: 6 hexes
DX: 12	PD/DR: 3/4	Weight: ½-1 ton
IQ: 16	Damage: 2d cut	Origin: ML (China)
HT: 15/40	Reach: C	Habitat: F

Li Ying Lung (Earth Dragon)

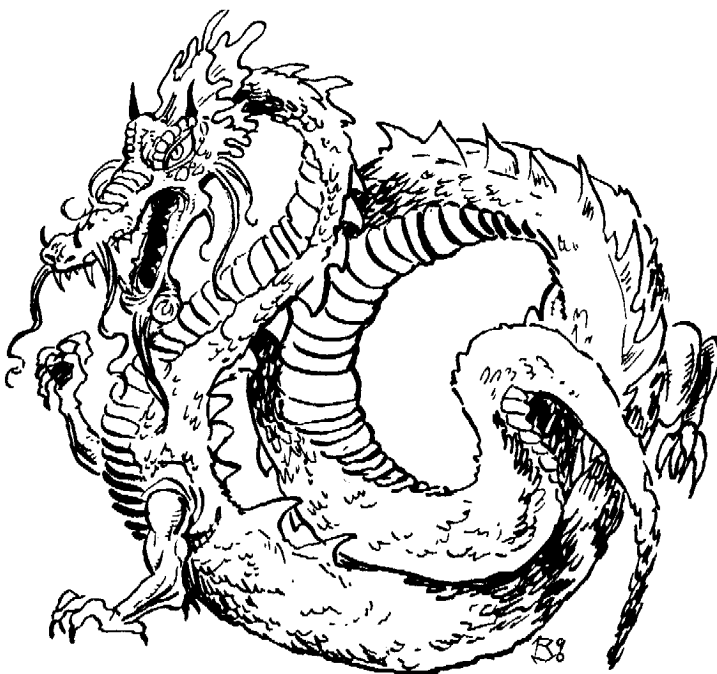
ST: 80	Move/Dodge: 8/6	Size: 6 hexes
DX: 14	PD/DR: 4/6	Weight: 1-2 tons
IQ: 16	Damage: 4d cut	Origin: ML (China)
HT: 15/80	Reach: C,1	Habitats: D, M

Ying Lung Wang (Sea Dragon)

ST: 90	Move/Dodge: 6/6	Size: 60+ hexes
DX: 12	PD/DR: 10/10	Weight: 100+ tons
IQ: 18	Damage: 5d cut	Origin: ML (China)
HT: 15/90	Reach: C,1	Habitat: SW

P'an Ying Lung (Cloud Dragon)

ST: 55	Move/Dodge: 16/7	Size: 18 hexes
DX: 20	PD/DR: 3/4	Weight: 1-2 tons
IQ: 18	Damage: 3d-1 cut	Origin: ML (China)
HT: 15/70	Reach: C-2	Habitat: S



Shen Ying Lung (River Dragon)

ST: 60	Move/Dodge: 22/6	Size: 16 hexes
DX: 15	PD/DR: 4/6	Weight: 10+ tons
IQ: 20	Damage: 3d cut	Origin: ML (China)
HT: 15/75	Reach: C-2	Habitat: Any

Preserver and Destroyer, Lord of the Wind, Rain and Sea, the dragon is the soul of China. Dragons appear as the sinuous reptiles of art, or as noble humans with the sharp, proud features of immortals. They also shapechange freely. People might meet dragons disguised as rats, snakes, fish, fireflies, trees, or marvelous swords. Woe to those who offend them in their disguises!



In their serpent shape, dragons look bizarre. They can be red, yellow, white, blue or black. Males have whiskers, an undulating horn and large pearls under their chins. The sage Wang Lu portrayed dragons with heads like camels, horns like stags, eyes like demons, ears like cows, necks like snakes, stomachs like clams, scales like carp and five-clawed feet. A sacred lump, or *chi'ih muh*, grows on a dragon's forehead, allowing it to fly. These beasts incorporate features of every animal but the tiger, which is a mortal enemy of dragonkind.

Dragons rule the weather. If mortals anger them, they can blight the land with floods or drought.

Most dragons live at the bottom of deep pools, often in mountain caves. Others dwell under roaring waterfalls. When their homes lie near settled areas, they disguise themselves as eels, fish or gnarled, scaly pines which stretch their roots toward the water.

A dragon has 117 scales, 81 of which have a Yang influence and 36 of which lean to Yin. When a dragon's Yang scales are dominant, he acts as the Preserver. Otherwise, he is a Destroyer who devours men. Human warriors must sometimes slay ravaging dragons, but the victims' relatives remember these incidents, and may seek revenge. A few dragons allow their Yin to master them entirely. They become renegades. Dragon lords sometimes keep one as an enforcer.

Even kindly dragons despise disturbances. One must pacify them with meals of pearls and opals. Sailors often cast gems into the sea when they cross the underwater caves of ocean dragons. Dragons react at -4 to any disturbance, but one can reduce this penalty or even change it to a bonus with bribes. at the rate of +1 per \$500 worth of gems. Dragons also like copper and react at +1 for every ten pounds of it a supplicant gives them. The maximum reaction bonus for bribes is +4.

Dragons hate iron. Its pungent aroma stings their eyes, and if anyone dips iron in a dragon's pool, the inhabitant must reach fresh air within five minutes to avoid blindness. Naturally, it soars out enraged.

A Chinese emperor is considered the human incarnation of the dragon god.

Types of Chinese Dragon

Dragons hatch from beautiful stones which fall from the sky. They undergo two metamorphoses before reaching maturity. The younger dragons live almost everywhere, and often let their Yin control them. Older ones have positions of authority and are more conservative. Dragons have the following characteristics at different stages of development:

Kioh-Lung. A very young dragon has no special magical abilities, but can live either above or below water. It has only two legs. After 500 years, it develops horns (if male), rear legs and magical powers.

Typical Advantages: Magical Aptitude, Alertness, Toughness, Wealth. Typical Disadvantages: Gluttony, Greed, Phobia. Typical Skills: Literacy, Poetry, spells of Water, Air, Light and Darkness, Geomancy (see *GURPS Japan* or *GURPS China*) and Shapeshifting.

When another 500 years pass, a *Kioh-Lung* becomes a *Ying-Lung*, or adult dragon. It retains all old skills. Unless otherwise mentioned, dragons can breathe equally well in air

or water. They can also fly at their normal speed, using the *chi'ih muh*. A dragon can mature into any one of the following forms:

Li Ying Lung. The *Li Lung* defy many generalizations about dragons. They live in dry caves, cannot breathe water and fly with physical wings instead of a *chi'ih muh*. Since *Li Lung* lack the mystic power of other dragons, a *Kioh Lung* can become one without much effort. A *Li Lung* looks like a winged lion with a dragon's head and peculiarly human facial features. It flies at Speed 12, Dodge 7.

Li Lung can burrow through earth with a speed of 1. They never suffer damage from cave-ins, earthquakes or landslides, due to a special harmony with Earth. They can rock the earth by roaring. Anyone within 10 hexes must make a DX roll each second to avoid being thrown to the ground. Furthermore, if the *Li Lung* passes an HT roll, pillars, houses, cave ceilings and other constructions within range will also collapse. The Game Master must determine what can fall. People within the *Li Lung's* earthquake usually take 2d damage from falling rubble, but the GM may overrule this figure. If a structure seems strong, it may not collapse at all.

Typical Skills: Geology, Prospecting.

Ying Lung Wang. *Lung Wang* have the shells and flippers of immense sea turtles. They grow over 30' in diameter, and can flip over a ship by surfacing underneath it. These beings live alone on the sea floor, speaking their own language. They despise intrusion more than any other sort of dragon, but they will promise not to attack sailors in return for regular offerings of treasure, dumped overboard at a given spot.

Typical Disadvantage: Intolerance. Typical Skills: Reptile Control and Fish Control.

P'an Ying Lung. The slender *P'an Lung* ripple through clouds. They control the rain to an extent unusual even for dragons. A *P'an Lung* looks like a long snake, with tiny legs and a dragon's head. These beings can immolate themselves with "water fire," which surrounds their bodies and causes 3d damage per turn to anyone within 1 yard. Ordinary fire extinguishes the "water flame." *P'an Lung* share a secret language with the *Shen Lung* (see below).

These dragons also appear in Japanese legend.

Typical Skills: Mind Control, Fish Control and Reptile Control spells.

Shen Ying Lung. *Shen Lung* live everywhere, administering rivers and lakes as spirit lords. These are the most conventional-looking dragons by Western standards. The *Shen Lung* share a language with *P'an Lung*. They also share the *P'an Lung's* power to create water fire; see above. One cannot poison a *Shen Lung*, and no poisonous animal may approach within 20 yards of one.

A *Shen Lung* can imbue a person with either the Luckiness advantage (p. B21) or Unluckiness disadvantage (p. B37) once per day, within a 10' radius. A victim may attempt a Will roll to escape the dragon's attempt to curse him with Unluckiness. Either effect lasts 2d days. The GM should secretly roll for duration.

Typical Skills: Mind Control, Reptile Control and Fish Control spells.

For more on Chinese dragons, see *GURPS China*.



Mashenomak

ST: 55-70 **Move/Dodge:** 8/7 **Size:** 12 hexes
DX: 14 **PD/DR:** 1/2 **Weight:** 10 tons.
IQ: 5 **Damage:** 3d imp **Origin:** ML (Algonquin)
HT: 15/40-50 **Reach:** R,C-2 **Habitats:** SW, F

The mashenomak dragon lives on forested coasts. It is at home in the water or on land, but returns to the ocean after feeding on humans or livestock. It cannot fly, knows no magic, does not breathe fire and isn't intelligent.

It is invulnerable except in its mouth, however – the HT, PD and DR given above are for the mouth! It is immune to all magic except physical magic that hits it in the mouth, such as a Flame Jet or Lightning spell.

The mouth is -1 to hit for size, and a mashenomak opens and closes it quite often. Therefore, to hit it, missile users must use the opportunity fire rules on p. B118. Melee fighters must use the Wait maneuver. To determine when the mashenomak opens its mouth, the Game Master rolls one die every round: on a 1-3 it attacks with a bite; on a 4-6 it uses tail or claw attacks.

Moghur

ST: 45-60 **Move/Dodge:** 22/6# **Size:** 12 hexes
DX: 14 **PD/DR:** 4/6 **Weight:** 1,500-3,000 lbs.
IQ: 3 **Damage:** 3d imp# **Origin:** ML (Mongolia)
HT: 15/70-90 **Reach:** R,C-2 **Habitats:** M, P

The moghur is a dragon of very frightening, even hideous, appearance. Its eyes glow evilly, and seem to sap the strength of even the most powerful warriors. All reports talk of its *many* sharp teeth, and even the bravest may blanch when facing this horrifying sight.

Handle it as the fire Drake, except it is not intelligent. It has only one magic ability beyond fire breath, and that is with its gaze. If it concentrates for *one second*, it can cast a unique spell at any one person it can see, at skill 15. The spell injects a type G venom for 1d+2 damage into the foe's system – DR does not protect, but Magic Resistance does. The spell is treated as a *missile spell* (p. B150) with SS 13, Acc +2, 1/2D 30, Max 80. The spell is resisted by HT-2, exactly as for type G venom – see p. 103. *Casting this spell costs the moghur fatigue equal to that taken by its opponent*, unless critically successful. Fatigue damage from the type G venom reduces the victim's damage-dealing ability by 1 hit for every two fatigue taken.

The moghur will not actively defend itself on the turn it is concentrating, since making an IQ-3 roll to maintain concentration is beyond hope!

Mulala

ST: 20-30 **Move/Dodge:** 6/5 **Size:** 6 hexes
DX: 14 **PD/DR:** 1/2# **Weight:** 750 lbs.
IQ: 4 **Damage:** 1d+2 cut **Origin:** ML (Africa)
HT: 15/15-25 **Reach:** C,1 **Habitats:** J, M

A mulala is a jungle dragon. They sometimes live in dead, hollow trees; often they are found in foothills, living in a cave. They are long and lean – one yard wide – and their legs are short. They are only a yard high at the shoulder. Their eyes glow with an angry red light.

They are not intelligent, but have very bad tempers. Mulalas have been known to attack whole villages, raiding food supplies and killing domesticated animals. They will happily eat humans, too.

They are invulnerable to all weapons except flaming ones! Fire does normal damage, and most magic is useful against them – but the only missile spells that are effective are Fireball and Curse Missile. They do not breathe fire themselves, nor any special gas. They may strike and sweep with the tail, as fire drakes do.

Mushussu

ST: 60 **Move/Dodge:** 8/8 **Size:** 4 hexes
DX: 14 **PD/DR:** 4/6 **Weight:** 1,500-2,500 lbs.
IQ: 3 **Damage:** 2d+2 cut# **Origin:** ML (Babylon)
HT: 15/25 **Reach:** R,C,1 **Habitats:** M, D

Mushussu is a unique dragon of ancient Babylon. Fiery red in color, it has a snake's head with long, impaling horns. The body is scaly; the forefeet have lionlike claws while the rear have eagle talons. The tail terminates in a scorpion's sting. It is somewhat larger than an ox, and has an insatiable appetite.



Fortunately, it is not intelligent and knows no magic, nor can it fly. It can breathe fire, however. In combat it will charge first, attempting to impale a foe on its horns for 3d impaling damage. Once it has closed with the enemy, it will bite and rend with its claws for 2d+2 cutting damage.

It has full coordination with its tail stinger – it can sting and bite in the same turn. The stinger can reach one hex in any direction except straight back. The tail will penetrate up to DR 2, and injects a type A poison for 2d damage.

Palraujuk

ST: 50-60 **Move/Dodge:** 6/6 **Size:** 10 hexes
DX: 14 **PD/DR:** 3/5 **Wt:** 8-10 tons.
IQ: 9 **Damage:** 2d+2 imp# **Origin:** ML (Eskimo)
HT: 15/55-70 **Reach:** R,C-2 **Habitat:** A

The palraujuk is a dragon of the frozen north. Instead of breathing fire, it breathes killing blasts of cold air! It is basically an earthbound fire Drake, with lesser intelligence, and magic limited to the Cold spells on pp. M36-37. It devours people, and is less likely to parley than a fire Drake; it reacts to humans at -4.

The breath is treated exactly as flame breath except for Damage: it only does 1d+2 damage. The range is 10 yards, and it costs 2 fatigue to use.

Peist

ST: 40-50 **Move/Dodge:** 10/7# **Size:** 7 hexes
DX: 13 **PD/DR:** 3/4 **Wt:** 7 tons.
IQ: 8 **Damage:** 2d+1 cut# **Origin:** ML (Irish)
HT: 15/40-55 **Reach:** R,C,1 **Habitats:** FW, S

Peists are river dragons, also found in lochs. They are well known for preying on humans, and can come onto land for a limited time – up to a half-hour. Their speed on land is 4, and they cannot fly.

Peists can breathe a gas of type B venom, which will also wither plants. This gas appears in a 7-hex circle which can be centered up to 6 hexes away from the peist. See *Gas*, p. B32.

They have no magic abilities, and only limited intelligence – they cannot speak. They are fond of ambushing fording parties, waiting until the men and horses are at the deepest part of the river – see p. B91 for rules on fighting in water. They find horse flesh to be as tasty as human flesh.

Treat them as fire Drakes for attacks with tails, teeth and claws.

Petty Drake

ST: 1-6 **Move/Dodge:** 16/8# **Size:** <1 hex
DX: 15# **PD/DR:** 1/1 **Weight:** 1-40 lbs.
IQ: 5-6 **Damage:** 1d-4 cut# **Origin:** F
HT: 14/4-7 **Reach:** C,1 **Habitats:** M, D

Petty drakes are small dragonish creatures, about three feet long when fully grown. Unlike true dragons, petty drakes

cannot talk, and they aren't as intelligent as their cousins, but they are smarter than most animals their size.

In the wild state, they live in small family groups in arid mountainous country. They age slowly, and continue to grow throughout their lives. A foot-long petty Drake is nearly 50 years old, and about ready to breed. The oldest recorded age is 300 years. ST is 1 for every 6" in length.

These drakes vary considerably in coloration, and are quite vain about their appearance and prowess. Although they do not understand speech, they *do* understand tones of praise – +3 reaction.

Petty drakes are quite rare and expensive. They can be tamed – some are used as familiars. However, without constant attention and praise they will soon leave their owners. If captured in infancy, they are much more likely to stay with a master than if taken as adults. Treat the latter as having a yearning for freedom, -3 on any reaction roll if escape to an appealing area is likely.

Petty drakes have the Bad Temper disadvantage. If displeased with their masters, they will refuse to obey all commands. If truly angered, they will attack whatever aroused their anger. They can be appeased if the victim of their wrath takes a submissive posture or apologetic tone.

They are not interested in treasure as such, but are attracted to shiny objects and may claim gems as their own. Eventually, they will tire of them and may drop them down a well to hear the splash.

They are thrilled with little pouches for carrying their treasures, but will otherwise stuff their chosen loot into the master's backpack – woe to him if it should be missing when the petty Drake wishes to play with it!

Petty drakes breathe fire, doing 1 hit damage at up to 1-hex range; (2 hit for drakes more than a foot long). Each breath costs them 1 fatigue. The breath attack requires a successful DX roll to hit.

Otherwise, they attack by biting and clawing in close combat for 1d-4 cutting damage. On the ground, they have Speed 4, DX 12 and Dodge 6.

Piasa

ST: 45-55 **Move/Dodge:** 6/7# **Size:** 10 hexes
DX: 13 **PD/DR:** 3/4 **Wt:** 1,100-1,400 lbs.
IQ: 4 **Damage:** 3d-1 imp **Origin:** ML (NAI)
HT: 15/50-60 **Reach:** R,C-2 **Habitat:** FW

The piasa is a huge, winged dragon with two legs, also called the Bird Which Devours Men. It has horns, red eyes, a beard, a long scaly body with feathered wings but no other limbs, and a long, jointed tail. A unique monster, originally of the Mississippi, assume it can live in any large river. It is active at any time.

The piasa eats people, of course, as often as it can. It attacks with its gaze, which makes victims fall to the ground. Treat this as a Tanglefoot spell (p. 107), cast at level 21, modified by distance and resisted by DX. It attempts to bite fallen prey, its teeth doing 3d-1 impaling damage. It is not venomous.



The piasa is mostly river-bound – the listed speed is for swimming. It can fly in limited bursts, up to 100 yards at a time, with a speed of 12. It can do two such bursts, then must rest a day in the water. On the ground it only moves 3, and must return to the river within an hour.

Rumor: The two horns are reputed to be magical, granting anyone who cuts one off and carries it with him the advantages of Luck and Immunity to Disease (p. B20-21). Each horn weighs 10 pounds.

Rahab

ST: 60 **Move/Dodge:** 18/6# **Size:** 10 hexes
DX: 14 **PD/DR:** 4/7 **Weight:** 1,500-2,500 lbs.
IQ: 14+ **Damage:** 2d+2 imp# **Origin:** ML (Hebrew)
HT: 15/55-70 **Reach:** R,C-2 **Habitats:** M,D,S

Rahab is an ancient, unique dragon, mentioned in the Bible. Treat it as a fire Drake except that it cannot breathe fire and that it is invulnerable to all magic except “white” magic – that is, clerical magic of good clerics. Its major spell is Stench (p. 107), which it casts from its mouth. It knows spells at level 21!

Rumor: According to one legend, Rahab is really a fallen angel in the shape of a dragon. In that case, its magic is much more powerful and baleful.

Shan

ST: 20-24 **Move/Dodge:** 5/6 **Size:** 6 hexes
DX: 12 **PD/DR:** 1/1 **Weight:** 600 lbs.
IQ: 12 **Damage:** 1d+1 cut **Origin:** ML (China)
HT: 14/20 **Reach:** C,1 **Habitats:** M,P,F

The shan is a large legless dragon, up to 20 feet long, that breathes magical mist. It has two horns on its head, about four inches long, and its scales do not lie flat but project outward. Shans are active all the time, and are usually solitary.

A shan can breathe four different types of mist spells: the Fog spell (p. B159), the Cloud spell (p. B157), Mystic Mist (p. 107) and Illusion (p. 106). The illusion is usually of a tower, and is as large as a real tower.

None of these spells cost the shan any fatigue – it can turn out spells continuously, but those are the only four spells it knows. The shan may befriend humans, though it is more often inimical (even hungry). It uses its spells to draw people to it, then confuse them once they are close. When humans appear, it reacts at -1.

It attacks from within the Mystic Mist spell, if possible. It bites for 1d+1 cutting, and has no venom or fire breath. It can lash with its tail as a fire Drake.

Tarasque

ST: 75 **Move/Dodge:** 7/7# **Size:** 16 hexes
DX: 14# **PD/DR:** 4/4 **Weight:** 15 tons.
IQ: 5 **Damage:** 3d+1 imp **Origin:** ML (Europe)
HT: 15/100 **Reach:** C-2 **Habitats:** FW,F,S



The tarasque is a unique beast that lived in Gaul (France) until the middle of the first century, when it was destroyed by St. Martha, who sprinkled holy water on it. The tarasque is described as being larger than an ox and a horse put together, half dragon, half fish, with huge forward-pointing tusks (reach 2).

It lies in wait in a river and surprises travelers, killing all whom it catches. When it is very hungry, it comes into the forest to ambush travelers. Historically, it vanquished all who came to slay it (except St. Martha), including a party of “sixteen of the strongest men” – eight died and eight ran away.

Treat it as a nonflying fire Drake with no magic, flame breath, or language capability. The statistics above are for water; on land, it has Speed 3, DX 12 and Dodge 6. It will devour anyone nearby, biting for 3d+1 impaling damage. If a foe is charging, it will take the Wait maneuver, meeting the impulsive opponent with an impaling thrust with its tusks. The GM may allow truly holy characters special powers against the tarasque – be creative.

Thu'ban

ST: 125-140 **Move/Dodge:** 8/4 **Size:** 40 hexes
DX: 1< **PD/DR:** 5/7# **Weight:** 30 tons
IQ: 7 **Damage:** 6d imp# **Origin:** ML (Arabic)
HT: 15/100-120 **Reach:** R,C-2 **Habitats:** D, M

Thirty yards long, the thu'ban is the most dreaded beast of the ancient Arabian desert. The mouth can swallow a camel whole, and it has three rows of long, sharp teeth. The thu'ban cannot fly, but it is said that when they grow to a hundred yards (!) they take to the ocean and become sea monsters.



The only magic the *thu'ban* has is its fire – which comes out of its *eyes*, not its mouth. It is more intelligent than an animal, but cannot speak nor really reason. Fortunately, it has a slow metabolism, and only eats once a month or so. Treat it as a fire Drake in all other regards.

Vritra

ST: 80 **Move/Dodge:** 18/6# **Size:** 16 hexes
DX: 13 **PD/DR:** 3/6 **Weight:** 3,000 lbs.
IQ: 13 **Damage:** 4d imp# **Origin:** ML (India)
HT: 14/90 **Reach:** R,C-2 **Habitat:** M

This unique, massive dragon of India is treated exactly like the fire Drake in combat, with one major difference: it creates storms.

There is always a storm around its dwelling, which is on the highest mountains it can find. Wherever it goes, a storm accompanies it. If it attacks a town, gale-force winds will precede its arrival, along with pelting rain and thunder and lightning. It strikes a victim and flies away, the storm receding with it.

In combat, treat this as an ongoing Windstorm spell (p. M32), which the *vritra* can maintain effortlessly; no roll is ever needed. The radius in yards is equal to its size in hexes (16 is standard). There is constant rain in the storm, which will put out most fires. There are even occasional flashes of thunder and lightning. As per the Windstorm spell, a ST roll is needed *each turn* to maintain one's feet, and all DX-based skills are at -5. All sensing rolls are at -5, also. When flying, the *vritra* can move with a speed of 18, but only 3 on the ground.

To ride a horse or other steed into such a storm requires an initial Animal Handling-5 roll to steady the mount, plus a Riding roll *every turn*. It will be nearly impossible to mount a flying steed in such a storm – the steed would have to have iron will (GM's decision).

Any attempt to use magic to fly requires a DX roll every turn to avoid being grounded, and speed is reduced by half – or doubled, sporadically!

The *vritra* knows all spells connected with weather at level 15 *or higher*. This includes most Air and Water spells (pp. B157-160, or M30-32 and M35-37), plus Thunderclap, (p. M69). It can cast the Lightning spell (p. B158) from its eyes – its sensory rolls are *not* diminished by the storm!

Worm

Worm is an old word for a long, slender, wingless dragon. It is sometimes spelled "wyrm." They *do* have short legs, despite the name. Worms cannot fly, and the ratio of their length to width is at least 10-1.

They are not usually credited with fire-breath, but most have the ability to breathe poison gas. This would be a type C venom, doing the listed damage for each type, minus 1 (the same as fire for fire Drakes). The GM is free to choose another type of venom, if desired. Use the gas breath rules found under the Azhi Dahaka, p. 86.

They are otherwise identical to fire Drakes – it seems likely that they are closely related. Use the statistics for all sizes of the fire Drakes, except that movement is only on the ground. Double the weight, however – worms can't fly!

There are stories of flying, or fire Drake-type, dragons cooperating with human heroes . . . sometimes even for altruistic reasons. There are few such tales of worms. The flightless dragons are general cold, greedy, ravenous and evil.

Rumor: Some say that a worm does not have intelligence. It is not recommended to say it to its face, however, in case it's not true! If it is true, they would not have any magic abilities beyond gaseous breath.

Another persistent rumor is that the pieces of a worm will rejoin if it is cut up. This can be handled as regeneration – see sidebar, p. 111. Fire will nullify this ability.

Wyvern

ST: 20-30 **Move/Dodge:** 20/10 **Size:** 10 hexes
DX: 14 **PD/DR:** 2/3 **Wt:** 800-1,000 lbs.
IQ: 6 **Damage:** * **Origin:** ML (Europe)
HT: 14/24-30 **Reach:** C-2 **Habitats:** M,D,F

The wyvern is a dragonlike creature with only two legs and a long, snakelike, barbed poisonous tail. Like dragons, wyverns are fierce predators and fly well. However, they are not intelligent, and have no flame-breath. They are solitary diurnal creatures found in remote wildernesses, and seldom come close to civilized lands (they tend to get hunted, fast!).

A wyvern will strike with its tail (2-hex reach) from above, then land to carry off its prey; it can carry up to Medium encumbrance. Due to its barb, the tail does 1d+2 impaling damage. It can penetrate up to heavy leather armor or chainmail (plus any Toughness), but nothing thicker. Against a metal-armored foe, a wyvern is fairly helpless, though it will slam attack a knight to get to less armored prey.

The tail's venom is Type C (see p. 102), doing 2 dice damage in addition to any damage done by the barb. The wyvern can strike up to 20 times before exhausting its venom, and takes about eight hours to replace each dose used.

Its talons are used for grasping its prey, doing 1d-1 cutting damage in close combat. On the ground, its Speed is reduced to 3, and Dodge to 7.

Rumors: There are many stories of wyverns that have Type D venom in their tails.

Some legends tell of wyverns that can shoot poisoned quills from their tails. These are shot at straight DX, modified by range. SS is 10, which means the wyvern can shoot at targets up to 10 yards without a snap shot penalty. There is no Acc, since it never takes time to aim.

Likewise, Half Damage and Maximum don't apply – it simply doesn't shoot at anyone further than ten yards away. The quills will penetrate up to DR 1 armor plus any Toughness. They do no damage themselves, but act as a delivery agent for the venom.

There are also rumors of *much* bigger wyverns – increase ST (hence, damage) and "hit points" dramatically should the party meet one of these!



CHAPTER THREE FABULOUS PLANTS

The plants in this book are mostly unintelligent, and therefore cannot be affected by negotiation, intimidation, or Mind Control spells. Exceptions are noted.

Since they have no central nervous system, those that grapple with vines and roots do so independently, usually triggered by an external stimulus. Treat this as full coordination: the plant may attack with as many limbs in a given turn as can reach the target.

Most plants are active at all times, and can sense vibrations, both through the ground and the air. Give the plant a Sensing roll of 14 when in doubt. Some plants can sense emotions, also, and are affected by them.

Noticing plants is done with Vision rolls, often at a penalty (noted when applicable). If a plant is natural to the terrain, a Survival roll will also notice it. Even a half-point in Botany gives a +2 to notice plants, and Botany skill 20+ gives a +4. Likewise, a half-point in Naturalist gives a +1 to spot a plant, and Naturalist at 20 gives a +2.

Identifying plants is done with a Botany or Naturalist roll, with modifiers specified for certain plants. Survival skill will also identify a plant that is natural to the terrain.

Plants never suffer from shock and cannot be stunned.

Impaling damage is not doubled against plants. Cutting weapons are most effective, especially against soft vines.

Most plants are very susceptible to fire, especially in a drought. It may take a while for a fire to get going, but once it does, it bypasses plant DR!

For guidelines on creating new fantastic plants, or plant-animal hybrids, see p. 117.

Bloodvines

ST: 13-16	Move/Dodge: 0/0	Size: 2-3 hexes
DX: 11	PD/DR: 0/1	Weight: 10-20 lbs.
IQ: 1	Damage: 1d imp	Origin: F
HT: 13/15	Reach: C, I	Habitats: F, J

This plant lives on the blood of men and animals alike – it is not fussy. The bloodvine has as many as six branches from a single root, and each twines its way up trees to a height of six to ten feet. The last four feet or so are loosely connected to the tree, ready to detach at a moment's notice.

They grow only in dense forest or jungle, with many other species of vines and trailing plants. If someone is looking specifically for them, they are at Vision-2 to spot – otherwise, only a Botanist would notice them.

A bloodvine senses prey from about five yards, and attempts to grapple a passing victim, usually about the head (quick contest of DX). Once it has grappled, it sticks a number of hollow thorns into the prey's skin. Armor protects for a number of turns equal to its DR, then the plant finds the openings. The implantation of the thorns is automatically successful with no chance to defend, if the vine is still grappling the victim.

When they strike, the thorns do a total of 1d impaling damage. Each turn after that, the bloodvine will suck 1 HT worth of blood. Its appetite is insatiable; it will not let go until there is no more blood or the plant dies. The thorns can be pulled out (and the vine off of the victim) by winning a contest of ST.

Each vine has the listed ST – if more than one are grappling the same individual, add +2 to the vines' ST.

Three hits of cutting damage will cut through each vine.

Calabash

ST: –	Move/Dodge: –	Size: <1 hex
DX: –	PD/DR: –	Weight: 5 lbs.
IQ: –	Damage: –	Origin: ML (Africa & Orient)
HT: –	Reach: –	Habitats: J, F, P

The calabash plant, a gourd growing on a trailing vine, is considered magical all over Africa and the Orient. The GM may allow such a plant to have magical properties if desired. Magical calabashes are rarer than the mundane variety.

The following powers have all been attributed to the calabash by various tribes, though rarely more than one property to a single gourd. Most of the uses are one-time only – exceptions are noted. The possessor of a calabash can:

1) Cast the Invisibility spell three times per calabash for no fatigue. The spell lasts until the caster goes to sleep, or wishes to be visible again.

2) Be awakened instantly if danger approaches within 10 yards. This type of calabash lasts for a month.

3) Know the whereabouts of any one named person at all times. This power expires when the calabash next comes into the presence of the person.

4) Change the results of any one die-roll just after the roll is made.

5) Cut the gourd open to reveal a rich feast – enough to feed six people.

5) Cut the gourd open to reveal gold, worth anywhere from \$100 to \$10,000!

7) Cut the gourd open to summon a leather-armored, broadsword-wielding soldier. He does the calabash owner's bidding for ten minutes, then disappears. He has ST 13, DX 14, IQ 10, HT 12, Broadsword skill 15, Combat Reflexes and the High Pain Threshold advantage.

8) Cut the gourd open to summon an ordinary riding horse. It can be ridden as far as possible in one riding, but disappears when the rider dismounts.

9) Cast up to four Air college spells with no fatigue (pp. B157-158 and pp. M30-32).

10) The calabash will answer three yes-or-no questions honestly. It has magical access to *most* answers, but the GM may veto any particular question!



Devilbush

ST: 10* **Move/Dodge:** 0/0 **Size:** 7-19 hexes
DX: 12* **PD/DR:** 0/3 **Weight:** 200+ lbs.
IQ: 1 **Damage:** * **Origin:** F
HT: 14/35 **Reach:** C,1 **Habitats:** F,P,J,M

The devilbush is believed to be intelligent and possess an evil will. The truth is that it is not intelligent at all, however – unless the GM so desires!

Unlike most plants, the devilbush cannot draw nutrients from the sun, air and soil. It feeds on emanations of pain, and has evolved effective means of securing food.

The plant's looks are deceptive. On the surface, it resembles a group of blackberry bushes, and in fact grows many berries, which are actually edible and nutritious. A Naturalist-2 roll is necessary to distinguish it from real blackberry – the GM rolls in secret. With this lure, many animals come close to the bush, to regret it the rest of their short lives.

The main part of the plant is beneath the ground, and has a radius of one yard *more* than the foliage above ground. The root system is very extensive and active, and is continually churning the soil all around the foliage for one yard – burying the bodies of its victims deeper and creating a thin crust of earth resting on rootlets which will bear no weight.

When anyone steps on the soil within a yard of the devilbush, the ground gives way and he falls into a three-foot-deep hole. Worse, strong roots wrap themselves around his ankles – this is a quick Contest of DX, and the victim is at -5 for having just dropped into a hole and having loose dirt all around his legs. At least one root will attack each victim, plus an additional 1d-3 roots. It has full coordination, and any number of roots may attempt to grapple in a single turn, up to four per hex.

Once the prey has been grappled, the devilbush casts the Sickness spell (p. M57 – resisted by HT). It has an inherent skill level of 15, casts the spell on the *second* turn after grappling, and must touch the subject to cast the spell. If the victim fails the HT resistance roll, he feels *very* sick and in great pain. He may run at half speed *if* someone else can free him from the roots and drag him from the hole – otherwise he may do *nothing* except maintain spells and speak a syllable or two a turn!

A special case is a victim with the High Pain Threshold advantage. This does not nullify the Sickness spell, but allows the victim a Will roll (at -5) *each turn* to make an action. A successful roll means he may attack the root or attempt to pull free *that turn*. However, he *is* at -5 to all attributes and skills from the effects of the spell. The Resist Pain spell (p. M25) grants the same capability.

The spell lasts one minute, but the devilbush will automatically maintain it as long as it has hold of the subject. The roots drain the victim's energy, and after a very unpleasant five minutes, the subject must make a HT roll, modified by Strong or Weak Will. A failed roll results in a loss of 3 HT – a successful roll means he loses only 1 HT. This continues every five minutes until the victim dies or is freed by outside forces.

There will be up to four roots holding *each* victim. It is very difficult to swing at the roots except from within the hole.

When the ground in a hex collapses, the loose dirt falls in and obscures the main roots. Thus, a two-hex reach or greater weapon is at -4 – see the rules for striking into darkness on p. 105. Also, attacking a root holding a friend counts as *Striking into Close Combat* – see p. B114.

Anyone who comes close enough to strike effectively risks becoming grappled. However, anyone who jumps *knowingly* into a hole does not suffer the -5 to DX in the grappling contest. There is a one-second delay between the grappling and the casting of Sickness – an attacker may attempt to strike the root or break free (a Contest of ST). The ST given for the devilbush is for a single root – add +2 to the plant's ST for each additional root attached to a victim.

Destroying the bushes on the surface does not affect the plant's HT at all! The roots must be attacked to kill the plant. Each root has DR 3 and HT 6 – at least six roots must be *cut* through to make the plant stop struggling. The plant will not die at that point, but will have lost enough life force to render it passive. If left alone, it will regenerate in three months. Fully uprooting it and burning it will kill the plant.

Drop Weeds

ST: – **Move/Dodge:** – **Size:** 50-500 hexes
DX: – **PD/DR:** – **Weight:** -
IQ: 1 **Damage:** * **Origin:** F
HT: – **Reach:** * **Habitats:** P,M,F,S,J

Drop weeds are dandelion-sized plants that grow in large patches, even covering whole meadows in some localities. They have the unique ability to nullify mana in a dome shape. The height of the dome is equal to the radius of the area covered by the plants, but the edges of the dome do not extend beyond the plants. Where they grow, they take over completely – only a few hardy weeds will be found growing among drop weeds.

They grow in areas where there are giant flying insects, their primary prey. Since these insects cannot fly without magic, they fall to the ground (or glide, usually, right to the center of the patch!) when they pass over drop weeds. Anything that walks or lands on drop weeds is subject to attack.

Drop weeds release a gas when over two pounds of pressure is applied. Anyone walking across a field of them is in no danger for the first four yards; it requires a Vision roll to notice in that time that clouds of gas are slowly being raised as the person walks. By the time a traveler has gone four yards, though, the gas has risen to head level.

Since the first hint of the vapor is usually through the nose, most people breathe some in. Those who notice the slightly visible cloud of gas may hold their breath – see p. B132.

Anyone breathing the gas inhales a type G venom for 2d damage, *every second they breathe the gas*. This venom affects ST for damage-dealing purposes – reduce damage effectiveness by one point for every two ST diminished, until restored by rest. Armor DR and Toughness do not protect against this gas. 1 HT damage is taken every second, also.



Eventually, an unconscious victim dies, and the drop weeds get the corpse. The gas causes early decomposition, enriching the soil fairly quickly.

Drop weeds can sometimes be recognized by occasional skeletal remains strewn amongst the plants. Likewise, there may be armor and weapons – even treasure.

It is important to remember that where drop weeds grow is a no-mana zone – magic will not work in this area. Missile spells (except Curse Missile) may be thrown into such an area if cast from outside the area, but no other spells can be cast into a the zone. Likewise, a mage could teleport *into* such a zone, but not *out*!

Dry Grass

ST: – **Move/Dodge:** 0/0 **Size:** 50-100 hexes
DX: – **PD/DR:** 0/0 **Weight:** -
IQ: 1 **Damage:** 1d-1 **Origin:** F
HT: 10/hex **Reach:** C **Habitats:** P, D

Dry grass grows in a large patch, covering even whole meadows in some cases. It stores all possible water in the roots, and the blades of grass feel very dry to those foolish enough to touch them. The meadow is easy to spot (Vision+2) but this will only reveal that this grass is different from other grass. A Botany or Naturalist-2 roll is necessary to determine the deadly nature of dry grass.

If a person crosses any part of the dry grass during his turn, he will be attacked with a variation of the Dehydrate spell (p. 106). The plants do not have to concentrate, and automatically cast it at *every* creature that touches the grass with body, fur or clothing. The attack is rolled against a "skill" of 15 and is resisted by HT. The grass does 1d-1 damage; neither armor nor Toughness protect against this attack.

Victims feel pain throughout their bodies, and get another HT roll to feel their bodily fluids being drawn out, thus identifying the source of the attack. Those who specifically state they are trying to determine what's going on in their body get a HT+2 roll to locate the source of the pain. If this roll is failed, the GM does not inform the player why his character is losing HT!

Fairy Thorn

ST: 15-20 **Move/Dodge:** 0/0 **Size:** 1-3 hexes
DX: 14 **PD/DR:** 2/3 **Wt:** 800-1,000 lbs.
IQ: 7 **Damage:** 1 hit* **Origin:** ML (Irish)
HT: 14/30-35 **Reach:** R **Habitat:** F

Fairy thorns are said to be malevolent trees that attack humans for no known reason. Perhaps they remember when trees covered the land, before humans invented axes and tamed fire, and resent the change. They resemble blackthorn trees very closely, and a Botany-2 or Naturalist-4 roll is needed to tell them apart.

They shoot thorns at anyone who comes within 9 yards of them. The thorns can penetrate up to DR 2, but do only one hit of damage. However, they carry a type X venom that has one

of the following effects, similar to alchemical elixirs (roll randomly for each tree):

1: Victim is perceived as untrustworthy and unattractive: -4 reaction for the next 1d+2 hours.

2: Victim is violently jealous of anyone of equal or superior intelligence, wealth, beauty, and so on – whatever attainments the victim most prizes – for 1d hours.

3: Victim hates all that he normally loves for 1 hour.

4: Victim has -2 to *all* die rolls for the next 24 hours. Repeated dosages *are* cumulative for this venom!

5: Victim's IQ is reduced by 3 for each thorn, up to the first 4, for 1d hours.

6: Victim will care nothing for the opinions or concerns of others – he becomes a completely selfish egotist for the next 1d+2 hours.

These results are in keeping with their fairy origin, as these results are irritating rather than deadly. Each tree produces only one type of venom.

The trees have SS 10, Acc 0, ½D 10 and Max 20. They can and do aim, though no one knows how. Each tree may shoot or aim (or some combination of the two) up to ten thorns in a single turn. Repeated thorns of the same tree do 1 hit of damage each, but cause no further effects from the venom, except for #4. Venoms from different trees *do* affect the victims cumulatively, however.

The trees are scattered throughout a forest, but there are often two or three fairly close together. They can communicate with each other; no one knows how.

Rumor: It is said that some fairy thorns can penetrate even plate mail! If so, they do damage as for a *crossbow* of the appropriate ST, in addition to carrying venom!



Fear Gortach

ST: – **Move/Dodge:** – **Size:** 3-50 hexes
DX: – **PD/DR:** – **Weight:** –
IQ: 1 **Damage:** * **Origin:** ML (Irish)
HT: – **Reach:** C **Habitats:** P, M

Fear gortach is a hunger-causing grass much dreaded in Ireland. No one can cross this grass without eating something – it causes great weakness unless the crosser is constantly chewing on some form of food. It is totally indistinguishable from ordinary grass, even to a botanist or mage.

Anyone crossing fear gortach while *not* eating loses 1 ST per hex he crosses. This lost ST *does* affect damage-healing ability. (For ease in computation, the GM may simply use -2 ST:-1 damage.) This ST is not regained until the victim has eaten a full meal, at least 20 minutes worth.

If the victim's ST falls to 0 while crossing the fear gortach, he will never wake up unless removed by an outside agency. Flying over the grass is safe, but riding a horse won't work. Animals instinctively balk at fear gortach, and won't cross it. The grass burns readily enough, but the power of it lies in the root. Burning a field to get to a fallen comrade will do too much damage to the person before the roots die from the effects of the fire.

Healing Grass

ST: – **Move/Dodge:** – **Size:** 1-10 hexes
DX: – **PD/DR:** – **Weight:** –
IQ: 1 **Damage:** – **Origin:** ML (Hungarian)
HT: – **Reach:** – **Habitats:** F, P

A tea made from fresh healing grass heals 1d hits from wounds. The tea must be made from grass picked within the hour, but will then keep as an elixir would. It requires a Naturalist-4, Physician (TL1-4)-2, Alchemy, or Botany-2 roll to recognize and know how to preserve it. It is fairly rare.

The tea is easy to make; no skill roll is needed.

Chewing the fresh grass, swallowing the juice and spitting out the blades will also heal 1d hits, once per day. The grass will not cure any diseases.

Herecine

ST: 12-17 **Move/Dodge:** – **Size:** 7 hexes
DX: – **PD/DR:** 0/3 **Weight:** 140 lbs.
IQ: 1 **Damage:** 1d cr **Origin:** ML (Europe)
HT: 13/40-50 **Reach:** C **Habitats:** P, FW

The herecine is a bush that grows about six feet high and nine feet in diameter. Its twigs are succulent, appealing to herbivores (such as horses), and it has many tasty berries, appealing to omnivores (such as humans).

Any animal eating the twigs of a herecine is slowly, subtly grappled by the bush. This takes place over a full minute, so gently that it is very difficult to feel it happening – an IQ roll for the animal to notice, only one allowed in the minute.

For those eating the berries, it is slightly different. The

berries on the outer branches may be taken freely, and are delicious. There are many more berries visible on the inner branches. To reach these interior berries seems easy, and it is. But it's not easy to get one's hand *out* with the berries – anyone reaching more than 12" into the bush is grappled. No DX roll for the plant is needed.

After grappling, the bush pulls its victim toward the center. It must win a Contest of ST to do this. In the center is a maw – a hole in the thickest part of the trunk that opens and closes with woody jaws. It is quite large, and begins to "chew" on the victim for 1d crushing damage per turn. It will eventually digest the whole body if allowed to.

Anyone grappled may try to pull free – he has to win two successive Contests of ST to do so.

The plant has no defense, and any attack does damage if it can get through the DR 3. Fire does double damage, but harms any grappled prey!

Hitobana

ST: – **Move/Dodge:** – **Size:** <1 hex
DX: – **PD/DR:** – **Weight:** –
IQ: 1 **Damage:** – **Origin:** ML (Japan)
HT: – **Reach:** – **Habitat:** F*

The hitobana is a small plant that blooms when people come within 20 yards of it. It is used in legend by robbers to announce visitors! After the hitobana has lived with some people for a few days, it no longer blooms for them, but only for strangers. There may be walls between the plant and the person it senses – it still blooms if a stranger comes within 20 yards. The flower is said to be lovely, with a pleasant scent.

Rumor: It is said that the bloom is ugly and the scent unpleasant if the stranger is evil.

Lotus

ST: – **Move/Dodge:** – **Size:** <1 hex
DX: – **PD/DR:** – **Weight:** <1 lb.
IQ: – **Damage:** – **Origin:** ML (Greek)
HT: – **Reach:** – **Habitats:** D, P

According to Greek legend, there is a type of lotus that saps the will. This is not the common lotus flower (a type of water lily) but a tree that grows in dry climates. If the fruit of the lotus is eaten, it causes forgetfulness and euphoria. Odysseus had to forcibly drag those men away who sampled the fruit – they had no desires except to sit under the trees and continue to eat the fruit.

Anyone eating a lotus fruit (or drinking juice or wine made from it) loses all interest in whatever quest he was on. He will be happy and stupid-acting, and will only be dismayed if dragged away from the source of the lotus fruit or wine. All attributes and skills are at -3, so it won't be too hard to pull him away, but he will yearn for more lotus fruit for a full six hours, and cannot be trusted to stay on any quest until that time is up. A person who has been a lotus-eater for more than a week becomes addicted, requiring the fruit daily.



There is no lasting damage from eating lotus fruit unless one becomes addicted, and even the addiction is relatively easy to shake (+1 to Will rolls).

Mandrake

ST: – **Move/Dodge:** – **Size:** <1 hex
DX: – **PD/DR:** – **Weight:** <1 lb.
IQ: – **Damage:** * **Origin:** ML (European)
HT: – **Reach:** – **Habitats:** F, P

The mandrake, or mandragora, is a powerful and magical plant. There are more stories about this plant than any other.

It grows only in the Mediterranean area towards the Persian Gulf, and is not found north of the Alps. There are plants in Britain and America bearing this name, but they are not the real mandrake. It is about a foot in diameter, with yellow flowers and a one-inch fruit. The root is shaped roughly like a human being, black on the outside, white inside. Most roots are four to ten inches long, but there have been records of 18-inch ones.

The mandrake was used extensively in medical practices of the ancients. Its primary uses are as an anesthetic (pain-killer) and soporific (sleep-inducer). Most surgeons give their patients three cups of mandrake wine before operating on them, which will blank out all pain – however, taking four cups causes madness. A successful Physician skill roll is needed to correctly judge the dosage – too little does not alleviate the pain, and too much produces long-term derangement, the nature and degree of which is left to the GM.

There are historical instances of mandrake-drugged wine being left as “spoils” by a retreating army. The “victors” would drink the wine, fall into a stupor, and be slaughtered in their sleep by their crafty foes.

Whoever digs up a mandrake dies from the shriek it makes as it is uprooted. The usual method of procuring one is to dig around the root, exposing 90 percent of it. Then a cord is tied from the root to a dog’s tail. The dog is then enticed forward with an offer of meat, and dies as it pulls the root up. The dog is buried with honors for having sacrificed itself, and the mandrake is safe to take away.

The whole root is highly valued. It has magical properties, but only two are universal – the rest are left to GM mandate (see *Rumors*).

The ancients universally believed that the mandrake root was a potent aphrodisiac and cured sterility in any female of any species. Treat the former as if the user has the Lecherousness disadvantage for 12 hours (unless taken in quantities sufficient to drug to sleep), and the latter as the Game Master desires.

Mandrake roots are in the shape of human figures, some male, some female. The roots must be taken care of to be potent – they need to be washed, dressed, and carefully laid to bed every day until they are ground up for use. Many roots were carved into human figures and sold as mandrake roots in the middle ages as a sham – a Botany or Naturalist-2 roll is needed to spot the sham, with the GM doing the rolling in secret.

Rumors: Many say that three circles must be drawn around the plant before digging it up, or it will kill everyone within 20 yards. Others state that it is fatal to stand downwind of a mandrake or use bare hands to touch the living plant.

The flowers are said to glow like candles at night.

The mandrake can foretell the future. The root’s owner may cast the Oneiromancy spell (p. M48). This may be done nightly or once weekly, as the GM allows.

The mandrake is proof against venomous bites. Anyone who owns and takes care of a mandrake root has a +5 bonus to any HT roll to resist the effects of venom. Alternately, the Game Master may allow the mandrake’s guardian to be invulnerable to *all* venom. The root is also believed to neutralize *any* poison, not just venomous bites, if made into a wine and ingested.

Owners of a cared-for mandrake root have their eyesight and hearing improved – +1 (or more, if the GM desires) to all Vision and/or Hearing rolls. It may also turn the Hard of Hearing disadvantage into normal hearing, the Bad Sight disadvantage into normal sight, Blindness into Bad Sight and Deafness into Hard of Hearing. Owners of a mandrake root would also suffer less from the effects of a Flash spell or Thunderclap spell, or at least be given a bonus to the HT roll, if this rumor is true.

Mandrakes are also said to prevent headaches.

Those who own a mandrake root are said to gain material goods easily. Caring for a mandrake root grants a +5 to all Merchant skill rolls if this is true.

Again, those who take care of a mandrake root cannot be approached by evil spirits – no closer than 3 yards.

Instead of “curing sterility,” the mandrake is sometimes said to cause pregnancy – guaranteed, like it or not!

Moly

ST: – **Move/Dodge:** – **Size:** <1 hex
DX: – **PD/DR:** – **Weight:** <1 lb.
IQ: – **Damage:** – **Origin:** ML (Greece)
HT: – **Reach:** – **Habitats:** P,F,M,S

Moly is a small plant with a round, black root producing a white, magical flower. Anyone holding such a blossom is immune to hostile magic! This does not include spells that create physical attacks, such as missile spells or Create Earth, but *does* include all Body Control, Mind Control, Shapeshift Other, etc. spells.

This plant was given to Odysseus by Hermes to ward off Circe’s magic, and was perfectly successful. The Game Master may allow moly to be *completely* potent against hostile magic, or he may simply let it work as selective Magic Resistance +5.

The effects of the moly plant last until the blossom withers and dies. This will vary with the temperature, humidity, and treatment it receives. In cool, humid weather, it lasts two days. In hot or very dry weather, it survives six hours at the most. If placed in a vase and kept watered, it will last two weeks!



Mushroom Ogre

ST: 36-45 **Move/Dodge:** 5/6 **Size:** 7 hexes
DX: 12 **PD/DR:** 0/0 **Weight:** 300 lbs.
IQ: 2 **Damage:** 2d+2 cr **Origin:** ML (Japan)
HT: 17/35-40 **Reach:** C **Habitats:** F,I,S

The mushroom ogre is a fungus that eats people and animals. It starts small, growing at the root of a gallows tree. After two weeks, it is about 6" high; it uproots itself and becomes a carnivore, growing very quickly (six months to full size). At first it eats mice and birds, then rabbits, cats, dogs, and finally people, when it reaches its full growth.

It looks like a giant mushroom, 2-hex radius and eight feet high when the cap is pointing upward. However, the cap can swivel to point in any direction, and a hideous face appears on the top. (A baby ogre can be identified by the ugly face on top of an otherwise normal mushroom). It cannot stand fire, or any drying conditions, and will not approach within 3 hexes of a campfire or 1 hex of a torch. Fire does double damage to a mushroom ogre.

It has no limbs to grapple with, just small feet to run on. It attacks in close combat with its mouth for 2d+2 crushing damage – it has blunt teeth. It is active most times, except the heat of the day. It never goes into direct sunlight, as it would lose 1 HT per minute if it did so.

A dead mushroom ogre should be burned to keep it from releasing spores. The bases of gallows-trees (including living trees used as hanging sites) should be checked regularly to prevent the growth of these horrors.



Peridexion Tree

ST: – **Move/Dodge:** 0/0 **Size:** 1-7 hexes
DX: – **PD/DR:** 0/1-6 **Weight:** 100-2,000 lbs.
IQ: – **Damage:** – **Origin:** ML (Europe)
HT: – **Reach:** – **Habitat:** F

A peridexion tree is a rare plant of varying size. It has magical, even holy qualities. No evil creature, beast or sentient, may approach within 10 yards of a peridexion tree. It is as if there were a force field preventing them from moving any closer. Only living plants have this power, and they aren't movable. Attempts to plant seeds or saplings fail – it only grows by some higher will.

Some of them are large enough to climb, others are small saplings. The GM may vary the area of effect with the size of the tree.

Note that most *animals* are not evil. They may want to eat the PCs, but that doesn't mean they are evil. There *are* malevolent beasts, though – some dragons, for example, are rotten to the core, as are creatures such as harpies, basilisks, lamias, stymphalids, gullet snakes, bloodbeasts, taddarita, and others. The GM's decision on what – or who – is evil is final.

Whole species are not necessarily excluded. Some Orcs may even be able to approach a peridexion tree, though they would be very rare indeed! Likewise, many humans and most Dark Elves *cannot* approach one. No evil spirit may approach such a tree, nor evil undead.

A Naturalist-8 roll is needed to recognize a peridexion tree – they are so rare that very few people have seen them. The Mage Sight and Mage Sense spells (p. M49) will identify one, though, as will Identify Plant (p. M66). A "holy" person will end up sitting under one without knowing why he chose that spot to rest! Good clerics who act in character will be able to sense the feeling of "goodness" about the tree, and herbivorous animals will naturally gravitate to one if they see it, but will not try to eat it.

Rumors: Some say the tree also provides protection from hostile magic and missile weapons! Treat this as a permanent Utter Dome (p. M69) that is specific against evil intent, if true.

Some peridexion trees are said to produce fruit that is tasty as well as completely life-sustaining. There will never be a shortage of such fruit at the tree, nor any surplus to carry away.

One version of the story simply says no hostile act may occur close to a peridexion tree. That means that no carnivore is capable of attacking prey within its range! The PCs would also be unable to kill an animal, if this were true, or even fire bows at an enemy outside its area of effect while they were within range of the tree's power.

Pohutukawa

ST: 50 **Move/Dodge:** 0/0 **Size:** 1 hex
DX: 11 **PD/DR:** 3/6 **Weight:** 2,500 lbs.
IQ: 12 **Damage:** 8d-1 cr **Origin:** ML (Maori)
HT: 13/70-80 **Reach:** C-2 **Habitats:** F,I,M

Pohutukawa is a unique Maori tree, 20-30 feet tall, that guards the entrance to the underworld. (The Game Master

should feel free to make it a guardian tree anywhere it is needed in the campaign.)

Pohutukawa is intelligent, but cannot speak. In the original story, it was ordered by a god to allow no living person into the underworld, and no dead one out. It is not corruptible – bribes and negotiations don't sway it at all, and it has Strong Will +3. Only under orders from the god that created it will it allow anyone to pass. If used in some other role, it will still take orders only from its master. It is not affected by Plant college, Communication and Empathy college, or Mind Control spells.

It is very powerful, striking with its limbs as if they were clubs. Up to four limbs may attack in a given turn in any direction. It is always vigilant.

Puff Weed

ST: –	Move/Dodge: 0/0	Size: 7 hexes
DX: –	PD/DR: 0/0	Weight: 5-25 lbs.
IQ: 1	Damage: *	Origin: F
HT: 8	Reach: C,1	Habitats: D, P

This innocent-looking plant grows in deserts and scrub forests. It looks more like an overgrown dandelion than anything else, standing about a foot tall with a patch of flat leaves extending a foot all around. It is extremely sensitive to vibrations, and when an animal approaches, it "exhales" a puff of pollen that has an instant reaction on anyone who doesn't hold his breath. Treat this as a gas cloud of 7 hexes – see p. B132.

The pollen produces a temporary form of epilepsy in any that breathe it and fail a HT roll, resulting in an immediate seizure. Treat this as 24 hours of the Epilepsy disadvantage (p. B28) – all effects disappear after that time. If the HT roll is made, the victim does not become epileptic, but the pollen still causes severe discomfort: DX is reduced by 3 for one hour and the subject is disoriented. All IQ-based skills are also reduced by 3 for one hour.

A victim who does not make his HT roll will fall on the ground near the plant. There are many thin, sharp spikes coming out of the ground all around the plant (IQ-4 or Naturalist-2 to notice from 1 yard away). These will puncture up to 2 DR and are connected to the plant's root system. They will draw out 1 HT of blood every 30 seconds. Heavier armor protects against the spikes, but not against the pollen.

The plant often draws scavengers and carnivores, who have learned that if they don't come too close they can drag a victim away and get a free meal.

Sky-High Tree

ST: –	Move/Dodge: –	Size: Vast
DX: –	PD/DR: 3/7	Weight: Incalculable
IQ: 1	Damage: –	Origin: ML (Hungary)
HT: 17/5,000+	Reach: –	Habitats: Any

This is a tree that reaches to the sky – exactly how tall it is, no one knows. Its base has been described as being "bigger

than a castle," "bigger than a city," and "as big around as a mountain."

Each branch of a sky-high tree is as wide as a road, and the hero who climbs one meets many strange people living in cottages on the limbs. They have goats, horses, sheep and cattle, and can grow vegetable gardens and raise grain. Yet the danger of falling is always present, and the hero is often threatened with being pushed off.

The tree magically creates a constant temperature and pressure no matter how high one climbs. No inhabitants are seen in the first week's journey up the tree, and the faint-hearted often turn back. Distances up and down are measured in days, not miles, on a sky-high tree.

Should a character fall or be pushed, the GM should roll one die. The unfortunate one falls 5d yards before having a chance to grab the next branch. A successful DX-4 or Acrobatics roll is necessary to stop the plummet, and the faller takes damage when he hits the branch – see *Falling*, p. B131. Someone who continues to fall takes even more damage when he finally hits – it is 5d yards between branches.

Rumor: The tree produces edible fruit and nuts in some of the stories. In others, the hero has to bring his own supplies.

Tangle Weeds

ST: 11-15	Move/Dodge: 0/0	Size: 1 hex
DX: 12	PD/DR: 0/1	Weight: 15-25 lbs.
IQ: 1	Damage: *	Origin: F
HT: 14/24-30	Reach: C,1	Habitats: F,J,P,S

Tangle weeds are innocent-looking plants that have developed a symbiotic relationship with a species of venomous, carrion-eating ants. They are very undistinguished plants, covering a patch about a hex in size, with a lot of long, grasslike leaves that reach no more than knee-high. They are at Vision-4 to spot if there is no carrion around the bushes – otherwise, make a straight Vision roll.

The ants live underground, around the plant's root system. They form large colonies, enough to fill 5+ hexes in swarms. They usually feed on the corpses of decaying herbivores that have come to eat the tangle weeds.

Anyone unfortunate enough to stumble into a tangle weed will be grappled if the plant wins a Quick Contest of DX – the victim is at -4 if taken by surprise. The plant will then attempt a takedown, which is resolved by a Contest of ST. At this point, the victim has taken no damage, but the ants are alarmed and *swarm* from their holes.

The ants will swarm over and bite anyone on the ground – anyone still standing may avoid them by fleeing. A swarm of ants does 2 points of damage each turn, *and* injects a type D venom for 1d damage. A swarm consists of about 1,000 ants and can be dispersed by 10 hits. The ants will not leave the nest area, but will continue biting any unconscious victim until dead.

Likewise, the tangle weed does not let go of a victim until it ceases struggling. Its grip may be broken at any time by winning a Contest of ST.



CHAPTER FOUR VENOM

NONHUMAN REACTIONS TO VENOMS

Animals

As a rule, all "normal" animals – and, for that matter, all fantasy creatures – should react normally to all venoms unless some immunity is specifically mentioned in the creature's description.

One general exception: Most creatures are immune to the venoms of their natural prey. King snakes, for instance, are almost totally unaffected by rattlesnake venom. So a fantasy creature that eats poisonous snakes could reasonably be assumed to be immune to most snake venoms. This might even be a magical property of the creature, in which case it might be a valuable component for a spell that protected against – or cured – snakebite!

Nonhuman Races

Game Masters are free to assign nonhuman races different reactions to the following venoms. Keep in mind, however, that immunity to poison is not paid for when "buying" an Elven or Dwarven PC. These races should still have some negative reaction to the venom. A balanced way of adding variety is for the non-human race to have a milder reaction to one type of venom and a worse reaction to another. Or reactions might be switched – perhaps Reptile Men react to Type A venom as if it were Type D, and vice versa.



Many creatures in this book attack with venom. Venoms are treated just like any poison (see p. B132), and are divided into types based on their effects.

The description of each type of venom includes its effect if it is not resisted, the length of time before it takes effect and how long the effect lasts. Also included are the HT roll (if any) allowed to resist the venom, and its effect on anyone who successfully resists. Venom strength (amount of damage) varies, even within a given type, and is listed with each animal.

Most venoms are *blood agents* – they must enter the body through a wound or injection. They can be delivered by fangs, stings, quills, claws, pincers and even sprays. In general, the skin must be broken for the venom to take effect, though spitting cobras can envenom the eyes and the kuchedra has a skin-contact poison. Some creatures in this book envenom with a gaseous cloud – such animals are immune to their own venom.

Note that DR, including Toughness, does not protect against damage once the venom is in the bloodstream. DR *will* protect against the delivering agent – fang, claw, stinger – but doesn't protect against substances sprayed in the eyes. The description of a venomous animal gives the DR that it can penetrate.

The sidebar on the next page gives two examples of venomous creatures. Note that, though snakes and insects are traditionally venomous, any creature *might* be. Players would be surprised to encounter a venomous fish or mammal!

VENOM TYPES

Type A: Anyone injected must roll against HT-4 immediately, and then again at the beginning of each day for the next three days. A failed roll means the venom does the listed damage – critical failure means death. Modifiers to the HT roll: -2 for victims performing physical activity, +1 if the venom is sucked out within five minutes, +2 if antivenin (TL 6+) is used for treatment. Effects occur within 15 minutes of the injection if the initial HT-4 roll is failed, or upon arising on the day of the failed HT-4 roll if the initial roll was successful. If all rolls are successful, the venom has no effect.

Type B: Anyone injected must make a roll against HT-6 immediately, and then again at the beginning of each day for the next three days. If any of these rolls are failed, the venom does the listed damage – critical failure means death. Modifiers to the HT roll: +2 if antivenin (TL 6+) is used for treatment (suctioning the wound has no effect on this type of venom). Anyone injected with the venom is at -2 DX for three days (or at -4 DX for the remainder of the three days if any of the HT-6 rolls are failed). Effects occur in one minute if the initial roll is failed, or upon arising the day of a failed roll if the initial HT-6 roll is successful.

Type C: Anyone injected must immediately make a roll against HT-6. Failure means that the venom does the listed damage immediately, and the victim is at -4 DX for the next three days – critical failure means instant death. If the HT-6 roll is made, the victim takes half damage, and is at -2 DX for the next three days.

Type D: This venom does no actual damage. However, a human-sized victim will be paralyzed for six hours if a roll against HT-3 is failed. This paralysis is complete, except for breathing, heart beat, etc. – the victim cannot move or communicate in any way, though he is conscious.

Critical failure results in the victim falling into a coma – total unconsciousness for seven to 12 hours; after that, check vs. HT. If the check fails, the coma

continues for another one to six hours, and so on. If the coma lasts for more than 24 hours, the victim, upon awakening, will be at -2 to all attribute checks and skill rolls for a period of time equal to the length of the coma.

If the HT-3 roll is successful, the victim is paralyzed for only 3d minutes. The GM should make all rolls in secret so the players will not know how long the paralysis will last.

Type E: This venom is a local poison, usually from small arachnids such as the Brown Recluse. No animal in this book uses this type of venom. See the *GURPS Bestiary*, p. 79.

Type F: Anyone injected must immediately make a roll against HT-6. A failed roll results in the venom doing the listed damage – critical failure means death. Anyone taking damage is nauseated and dizzy – -3 to all attribute checks and skill rolls for 1 to 6 hours. If the HT-6 roll is made, no damage is taken, but the victim still feels sick for 3 to 18 minutes – -3 to all attribute checks and skill rolls as above.

Type G: Anyone injected must make a HT-2 roll or immediately suffer the consequences. This venom does only 1 HT damage, but does fatigue damage as listed for the creature. If this brings the victim to 0 ST, he falls unconscious for one hour. If ST drops below 0, the victim remains unconscious for one additional hour per point below 0.

If the HT-2 roll is made, the victim takes no HT damage, and only 1 point of fatigue. Critical failure results in a coma – unconsciousness lasting 1 to 6 hours. After that, roll vs. HT. If the check fails, the coma continues for another 1 to 6 hours, and so on. If the coma lasts for 24 hours or more, the victim, upon awakening, is at -2 to all attribute checks and skill rolls for a period of time equal to the duration of the coma.

Type H: Anyone injected must make a roll against HT-2. A failed roll results in the victim taking the listed damage after one hour; no further rolls are necessary. If the HT-2 roll is successful, the victim takes only 1 point of damage. Critical failure results in maximum damage immediately.

Type I: There is no type I. It looks too much like a 1, and might cause confusion. For the same reason, there is no type O, either.

Type J: A fantasy venom, which creates great sensitivity in victims. Anyone injected must make a HT-3 roll or immediately suffer the listed damage. In addition, the victim suffers from the Low Pain Threshold disadvantage (p. B29) until a HT-3 roll is made – roll once per day, beginning 24 hours after being poisoned. Characters with the High Pain Threshold advantage temporarily lose the advantage until they make a HT-3 roll, rolling once per day. They do not acquire the Low Pain Threshold disadvantage.

Those who make the initial HT-3 roll suffer half the listed damage, but nothing else.

Type K: A fantasy venom, which creates madness in those injected. Anyone injected must make a HT-2 roll or take the listed damage immediately. In addition, they suffer from the results of the Madness spell (p. 107) – read “Game Master chooses” instead of “caster chooses.” The madness takes effect slowly over the following ten minutes – roleplay it! – when it reaches its peak. It lasts 1d×10 minutes (GM rolls in secret), then the victim falls unconscious for 20-HT minutes.

Those who make the initial HT-4 roll take one hit of damage, and are mentally stunned for 1d+1 seconds, the GM rolling in secret.

Type S: Spitting Cobra venom – not found in this book. For details see p. BY79, or CIII49.

Type X: A generic classification for unique venoms. Details are given in the descriptive paragraph for the animal. Do not expect one Type X venom to resemble another Type X venom. The hemorrhosis, a snake with a Type X venom, is described in the sidebar.

AMPHISBAENA

ST: 1-2 **PD/DR:** 0/0
DX: 13 **Damage:** *
IQ: 4 **Reach:** C, 1
HT: 15/2-4 **Size:** <1 hex
Move/Dodge: 4/7 **Weight:** 3-6 lbs.
Origin: ML (Eur.) **Habitat:** Sub,D,F,J,S

Amphisbaenae are two-headed snakes – one head on each end! – that reach up to three feet in length. Both heads are poisonous – in fact, it is said that they have two heads because they contain too much poison for one. Both may strike in close combat each turn, or either one (only) may strike to any adjacent hex. One head has type A venom doing 1d+1 damage; the other has type D venom. Both may attack the same target; it may strike at two different targets if it attacks in close combat.

An amphisbaena can move in either direction in any given turn. They are solitary creatures, active any time of day or night. They are not aggressive, but will attack if threatened or even disturbed.

Rumors: There are said to be very large amphisbaenae – up to 20 feet long! These could attack at 1-hex reach with both heads at once, and would consider humans food.

Some say the poison of both the large or the small amphisbaena is type C and type F instead of type A and type D.

HEMORRHOSIS

ST: 3 **PD/DR:** 0/0
DX: 13 **Damage:** *
IQ: 3 **Reach:** C
HT: 14/4 **Size:** <1 hex
Move/Dodge: 3/7 **Weight:** 2-4 lbs.
Origin: ML (Greek) **Habitats:** M,D,P

This small snake has a virulent type X venom. The hemorrhosis is only two feet long, and has no distinguishing markings beyond its black skin. The fangs can penetrate up to DR 1 but do no damage in themselves. The snake is diurnal and solitary.

Anyone bitten by a hemorrhosis must make a HT-4 roll. Success means he takes 1d+1 damage immediately, and is at -3 to all HT rolls in the next 12 hours.

Failing the HT-4 roll results in 2d+2 damage; the victim is at -4 to all HT rolls for the next 24 hours. He also bleeds from every pore for 5 seconds! This effectively blinds him for that time, and makes his hands slippery; he drops anything in his hands unless he makes a DX-5 roll.

A second HT-4 roll must also be made. Failure gives the victim Hemophilia (p. B28) for 24 hours. This starts an hour after being bitten, however, so the bite wound itself is not affected by it. The GM need not warn the PCs of this effect unless they try to identify the snake (Naturalist, Poisons or Zoology roll) and succeed.

The Neutralize Poison spell (p. M45) will cancel the penalty to the HT roll, but will not nullify the hemophilia.



CHAPTER FIVE
MAGICAL EFFECTS

There are many magical creatures in this book. Some are inherently magical (see *Mana Organs*, p. 113), while others cast spells much as mages do. It is not necessary to own *GURPS Magic* to use this book, as the information needed to run most of the creatures is found in the descriptive section for each animal. To save space, this chapter contains only spells and rules that are pertinent to more than one animal, or too complex to put with the animal.

See pp. B146-154 for the basic rules on running magic.



The spells listed here are abbreviated from *GURPS Magic*. There are no Time to Cast, Prerequisites, or Items listed with these spells – see *GURPS Magic* for use of these spells by mages. Time and Cost to Cast are listed with each creature, though some use the default cost. Note that these may differ from *GURPS Magic* and from other creatures casting the same spell! Use the durations given below unless otherwise indicated for an individual creature.

Spells that are found in the *Basic Set* are not listed here, nor are spells listed as being *effective* against a given creature. Likewise, spells listed only in the *Rumor* section of a creature are usually not given here – the appropriate page number in *GURPS Magic* is given instead.

There are still a few creatures whose full potential cannot be realized without *GURPS Magic*, however. These include some of the dragons, the fantasy unicorn, ccoa, tommoraki, taddarita, and pooka. These creatures know and cast many spells – more than some mages, in fact! They can be run in abbreviated mode, using such spells as can be found in the *Basic Set* and this chapter, or the GM may choose not to use these creatures until he has *GURPS Magic* available.

Invisibility, Darkness and Mirrors

Some animals are either invisible or create darkness – either way, they cannot be seen by their opponents. Others may not be viewed directly lest their magical powers affect the viewer.

In a combat situation where fighters can't see their foes, there will be certain effects on attack and defense abilities:

Attacker cannot see anything: Attacker must make a Hearing-2 roll (or use some other method) to discover his foe's location. If the Hearing roll is failed, he may swing at a randomly chosen hex. His attack roll will be at -10 (-6 if he is accustomed to being blind), and cannot be aimed at any particular body part.

Attacker cannot see his foe, but can see his other surroundings: As above, except the attack penalty is only -6.

Attacker cannot see his foe, but knows his location for sure (e.g., defender is in a lone Darkness hex): As above, but no Hearing roll is required and the attack penalty is only -4.

Attacker can "see" his opponent, but not clearly: No Hearing roll is required, but there is a varying penalty to hit. E.g., using a mirror to see an opponent: -5; using Sound Vision spell: -2; defender has Blur spell: -1 per level of Blur, etc.

Defender cannot see attacker: If the defender is aware he is being attacked and makes a Hearing-2 roll, he defends at -4. Otherwise, he gets no active defense at all! If the attacker is in a hex of magically created Darkness, but the defender is not, he defends normally against weapons (since he can see the weapon coming), or at -2 against creatures whom Darkness envelopes (he can see an "arm" of darkness coming at him).

Magic Resistance

The Magic Resistance advantage works as well against magic animals as it does against mages. Likewise, the Game Master may assign a level of Magic Resistance to any of the creatures in this book! Creatures with mana organs will usually resist Control spells, and it costs double Fatigue to attempt any spell on them; see sidebar, p. B114.

Against spells: Your level of Magic Resistance subtracts directly from the creature's effective skill (or from a level of 16, whichever is less) if you are the subject of a spell other than an area spell. Magic Resistance does not subtract from the caster's skill with area spells, because the subject is an area, not the person with Magic Resistance. It also does not affect the caster's skill with other spells where the "target" is not actually the subject of the spell – e.g., missile and jet spells.

Resisted Spells: If you are the subject of a spell which can be resisted, and you choose to resist, your Magic Resistance also adds to your resistance. For instance, if the spell is resisted by IQ, you resist with IQ+MR. *Note that you do not have to resist!* Also note that this means Magic Resistance is worth double against resisted spells: it lowers the caster's skill and raises your resistance roll.

Area Spells: If you are in an area that is subjected to an area spell, and the spell is one which can be resisted, your Magic Resistance adds *double* to your resistance roll if you choose to resist. If the spell cannot be resisted, your MR does not aid you. For instance, Magic Resistance wouldn't make it hard for a mage to detect you with Sense Life.

Missile Spells: Your Magic Resistance does not aid you in any way against missile spells.

Dealing with Magical Creatures: Foes that attack by spell-casting will find you a harder target, as described above. Your MR does not aid against physical attacks, even those made by magical creatures.

SPELLS

Body of Air Regular, Resisted by HT

The subject's body becomes vaporous; it can change shape, seep through cracks, float in the air, etc. Clothes (up to 6 pounds) also become vaporous, but lose any magic powers they might have had while they are in vaporous form. The subject remains visible and able to speak. He can carry *nothing* while in this form.

Anyone in vaporous form has all his normal senses. He is at -3 when using spells, and may not make physical attacks

except on other vaporous creatures. He is immune to normal physical harm, but can be affected by *mental* spells. An Air Jet or similar effect can damage the vaporous body; Destroy Air does 2d damage. A being in vaporous form is almost helpless against such attacks. A wind will move the vapor along without harming it. A *violent* wind will do harm (Game Master's discretion).

Duration: 1 minute.

Cost to cast: 4.



Charm *Regular; Resisted by IQ*

The subject becomes the caster's faithful slave until the spell expires, following *any* orders, no matter how dangerous. There is no mental link (unless stated in the description of a creature) – the caster must give his orders to the subject verbally or in writing. However, the subject will protect the caster without orders. In all other respects the subject will be mentally normal and alert. He will be unable to explain (and unwilling to discuss or even think about) his loyalty to the caster.

Duration: 1 minute.

Cost: 6 to cast, 3 to maintain.

Curse *Regular*

All the subject's die-rolls are modified unfavorably by one point or more. The modification will *not* affect critical successes or failures. This lasts indefinitely . . . until the subject scores some notable success despite the bad rolls – GM's decision as to exactly what this is. Then the success turns somehow to ashes, and the curse is ended.

Duration: As above.

Cost: 3 for a 1-point Curse, 10 for a 2-point Curse, 20 for a 3-point Curse. Curses cannot be "stacked" – the stronger Curse overrides the weaker.

Death Vision *Regular*

Subject sees a vivid presentiment of his own death. This is sometimes a vision of the future, and sometimes a false vision (from another possible future). But it is always chilling. The subject must make a Fright Check at -5; Combat Reflexes does not help here! On the other hand, this spell can be useful to the subject, by pointing out a possible deadly hazard that can be avoided.

Duration: 1 second.

Cost: 2.

Decay *Regular*

Makes food rot away immediately and become worthless (it can be saved if a Counterspell or Purify Food is cast in one minute).

Cost: 1 per meal destroyed.

Dehydrate *Regular; Resisted by HT*

Removes the water from a subject's tissues, causing damage or death. Affects the whole victim if cast from a distance; if cast by Mage's Touch, damage is limited to the part touched. Armor does *not* protect!

Duration: Damage done is permanent until healed.

Cost to Cast: 1 per 1d-1 damage done, up to 3.

Fear *Area; Resisted by IQ*

The subject feels fright. A subject who fails to resist must make a reaction roll at -3 *or* +3; the GM decides whether that particular subject will have a "better" or "worse" reaction because he is frightened. A foe might surrender, or attack madly; a merchant might be intimidated, or order you away. Thus, this spell is chancy! A subject who *does* resist will be angered.

PCs subjected to this spell may be required to make a Fright Check, at -3, instead of a reaction roll.

Duration: 10 minutes unless countered by Bravery.

Base Cost: 1. Cannot be maintained.

Glue *Area; Resisted by ST*

Makes a surface extremely sticky. Anyone who steps onto the effected surface and fails the resistance roll is glued in place. The subject gets another resistance roll *every turn*, rolling his ST-5 against the original spell skill roll, to break free. Skill with any weapon except a ranged weapon is reduced by 2 while the spell continues, and the subject's Dodge score is cut in half (round down).

Once the victim successfully resists, he is free to act within that hex; as soon as he steps into another sticky hex (even one from which he had already escaped), he suffers the effect of the spell all over again.

Illusion (Simple) *Area*

Creates an insubstantial image that can have no direct physical effect on a the real world. An illusion may be a single object or a whole scene. It affects no senses except vision. Any intelligent creature can dispel it by "disbelieving" – concentrating for a turn and winning a Contest of Skills between his IQ and the illusion-caster's spell skill. The touch of any intelligent creature, or any attack, or any spell except Control Illusion, will also dispel it. Other things will just go through it. It may move beyond its starting area, or change size or shape up to its maximum size, but the caster must concentrate to do this.

This type of illusion is known as a Simple Illusion. For more detailed and durable illusions, see *GURPS Magic*.

Duration: 1 minute.

Base Cost: 1 to cast, half to maintain.

Invisibility *Regular*

The subject cannot be seen. He will not show up in photos, on film, in mirrors, and so on. He still makes sounds, leaves footprints, and otherwise remains substantial. Anything he picks up also becomes invisible for as long as he carries it, unless he wills it to stay visible. Infravision will not detect him, but See Invisible (p. M58) will. Invisible creatures have a great advantage in combat – see p. 105.

Duration: 1 minute.

Cost: 5 to cast, 3 to maintain.

Lesser Geas *Regular; Resisted by IQ*

Lets the caster give the subject one command, which the subject must obey. This must be a command to do one specific thing. It must be reasonably possible in the GM's opinion. "Destroy every tree on this continent" is not a legal geas (at least in a low-tech world). Until the geas is fulfilled or removed (only Remove Curse will do this), the subject must make it his first priority.

Duration: Permanent until fulfilled.

Cost: 12.



Madness Regular; Resisted by IQ-2

The subject is driven temporarily insane. If the subject is a PC, he should roleplay his madness. Roll one die per subject to determine the nature of the madness:

1 – Berserk: Violent attacks against the nearest people. See p. B31.

2 – Catatonic: Stares into space and does nothing useful. If the subject is a wizard, he will not maintain his spells as they expire.

3 – Phobic: Subject is violently afraid of something in the immediate environment. The GM may accept the first good suggestion from spectators.

4 – Hebephrenic: Subject is “nuts,” laughing, joking, and giggling. If confronted with danger, there is a 50% chance that his reaction will be useful, and a 50% chance it will be random and silly.

5 – Subject chooses one of the four types of madness.

6 – Caster chooses one of the four types of madness.

Duration: 1 minute.

Cost: 4 to cast, 2 to maintain.



Mental Stun Regular; Resisted by IQ

The subject is mentally stunned until he can make an IQ roll to recover.

Cost: 2.

Mystic Mist Area

This spell produces a dense, opalescent fog which will confuse anyone entering it; figures more than 2 hexes away cannot be seen except by Mage Sight. Those who were within it when it was cast are immune to its effects; they can sense it as a dim shimmering, but it does not affect their vision or confuse them. Others must roll vs. IQ (+ Magic Resistance) every turn, or use Mage Sight, to avoid losing their way and walking in randomly chosen directions every turn, unless they have a guide. Absolute Direction avoids this problem.

A Fright Check is also required of intruders first entering the mist, and again every 5 minutes. Anyone failing the first Fright Check will be very reluctant to enter! Dangerous animals will simply avoid the mist, but will suffer normal effects if for some reason they must enter it.

Those “native” to the mist have a +1 to their defense when attacked by interlopers, and interlopers have a -1 to their own defense against “natives.”

Duration: 10 hours.

Base Cost: 1.

Panic Area; Resisted by IQ

Those in the affected area flee in mindless fear away from the caster for the duration of the spell. A subject who cannot escape can turn and take the All-Out Defense maneuver, if attacked.

Duration: 1 minute.

Base Cost: 4 to cast, 2 to maintain.

Pestilence Regular; Resisted by HT

Infects the subject with a loathsome plague (GM's choice). There are no immediate effects, but the disease will take its normal course.

Duration: Permanent until cured.

Cost: 6.

Phantom Flame Area

Creates an area of imaginary flame. Those nearby will feel heat (and pain, if they touch it); items inside will appear to burn. But the flame will not spread, and will do no *real* damage. The pain it creates will subside to a tingling after the first shock. Shape Fire and Extinguish Fire will both affect this phantom flame; water will *not* affect it.

Duration: 1 minute.

Base Cost: 1.

Sickness Regular; Resisted by HT

Makes the subject feel sick and nauseated. He may run if necessary (at half speed) but may do nothing else except maintain spells and give *very* simple answers. When the spell wears off, the sickness vanishes instantly.

Duration: 1 minute.

Cost: 3.

Stench Area

Produces a vile odor of sulfur and brimstone. Until it dissipates, it has the effect of a dose of choking gas (1d-1 damage per turn to anyone failing a HT roll). The gas is heavy and will “roll” downhill. The rate of dissipation will depend on the area and presence of wind; indoors, it will usually last until the spell expires, but outdoors on a windy day it may last only 10 seconds or so.

Duration: 5 minutes, except in windy areas.

Base Cost: 1.

Stun Regular; Resisted by HT

The subject is physically stunned (p. B127) and must roll vs. HT each turn to recover.

Cost: 2.

Tanglefoot Regular; Resisted by DX

The subject trips and falls down.

Duration: Instantaneous.

Cost to Cast: 2.

Terror Area; Resisted by IQ

Anyone in the area who fails to resist must make an immediate Fright Check at -3.

Base Cost: 4.



CHAPTER SIX MOTIFS

In the mythology and folklore of nearly every culture, there are fabulous animals that have no name. Usually these are simply described as “a giant, green dog,” or “a leopard with wings,” etc. Tens of thousands of these creatures appear in tales from all over the world. Since the formulation of these animals follows several generic patterns, this chapter gives rules to let players and GMs create their own versions of these “traditional” beings.

This chapter can also be used as a collection of “generic rumors,” both true and false. The GM can give any creature one or more of these special properties, making for endless variety of encounters. Or the tavern tales could *say* that a creature has some of these abilities.



Giant Animals

This is the easiest type of fabulous animal to create; any creature can be made gigantic. In this book, examples of a giant animal include the wu kung ching, the qiern, and many others.

In general, IQ and DX will not change regardless of size. ST and HT (the second HT number, not the first) will get larger in a giant version of an animal. PD and DR will also go up, but more slowly than ST and HT, and will only rarely exceed 6.

To make it easy to figure the stats of a giant version of a creature, refer to an animal that is roughly the same size as the new beast will be. Something the size of a wolf will have ST of 10 to 20, and HT in the same area, for example. Something the size of a tiger will have ST and HT 30 to 40, and so on. Thus, a giant praying mantis could be wolf-sized, tiger-sized, elephant-sized, etc.

Move does not have to increase. Some large animals get slower because of increased weight, others move just as fast or even faster due to increased stride. The GM should decide each case individually.

Damage is related to ST, of course – use the chart on p. B140. If an animal gets so large that its teeth and claws become the size of knives, it usually does impaling damage instead of cutting.

Reach may or may not increase. An animal that uses teeth exclusively to attack still needs to get into close combat to strike. Animals which use forepaws to attack, such as bears, may increase their reach as they become larger.

Hybrid Animals

In this book, the gryphon, chemosit, paluc cat and others are examples of hybrid animals.

The GM must decide which characteristics of the “parent” creatures are carried over to the new form. In the gryphon, for instance, the eagle part allows flight and grasping while the lion contributes strength and size. The paluc cat can gore like a boar; it claws, bites and climbs like a cat.

Unnatural Power of Flight

Pegasus, the jaculus and the dajoji are good examples of animals that shouldn't be able to fly, but can. If the GM uses the mana organ rules on p. 113, most of these animals should have a mana organ to enable them to fly.

Most fabulous flying creatures have wings, but a few, such as the ku, don't. Wings can get in the way in confined spaces, but can also be used as strikers to do crushing damage. Hitting a rapidly beating wing straight on is difficult – the GM may assign a penalty of up to -3 to hit.

Flying animals with wings may also raise dust – see the sidebar.

Running such animals is very easy – simply use the Flight rules on p. B139. Remember that tamable, rideable creatures can unbalance a campaign if the party gets hold of them unexpectedly! On the other hand, such an innovation can create an epic quality in a campaign.

Animals with Multiple or Unusual Heads

Hydra, Cerberus, the amphisbaena – nearly every mythology includes monsters with more than one head.

The GM must make some choices when introducing a multiple-headed or multiple-limbed creature. Does the animal have Full Coordination, as defined below? Is there a penalty to hit with an “off” head or limb? Can it All-Out Attack and still have a defense roll? Or does it simply do extra damage?

RAISING DUST

Simply by hovering and beating its wings, a flying animal can raise a cloud of dust. Its distance from the ground must be less than or equal to its size in hexes. (Example: A 10-hex dragon must be within 10 hexes of the ground.) The *radius* of the dust-cloud is equal to the creature's size; it is centered (as closely as possible) on the creature. Any DX-based skill roll is at -2 if made by someone, or against a target, within this cloud.

Note that some animals may have small wings, relying on a mana organ to fly effectively. These creatures raise dust based on the size of their wings. E.g., a 2-hex creature with wings that would normally be found on a 1-hex creature raises dust as if it were a 1-hex creature.

TUPILAT

A tupilak (the proper plural is “tupilak”) is an artificial hybrid animal from Eskimo folklore. Tupilat are created by a sorcerer for the express purpose of killing an enemy. A tupilak is built from the parts of up to four different types of animals, and can change into the complete shape of *any* of the animals that went into it. However, it usually appears in a hybrid form. Most tupilat are not clearly defined, but there are stories of bear/seal/wolf creations as well as a reindeer/bear combination.

Tupilak are created by the Tupilak spell – see p. 110.

Each tupilak can only be controlled by its creator, and even his actual control is limited to pointing out enemies. There are stories of tupilat made with a specific enemy in mind, while others seem to be made to kill anyone the sorcerer points out after it is created. Exiled, vengeful sorcerers have been known to create one or more tupilat “programmed” to kill everyone they meet!

A tupilak starts to deteriorate immediately after its creator dies. It loses 1 HT and 1 ST per hour until it reaches 0 HT, at which point it falls apart into rotting flesh.

If a tupilak receives enough wounds to reduce it 0 HT, roll vs HT each second. When it fails, it dies, as above. If its HT falls to -3×HT, it dies instantly.

A tupilak has no magical powers – it does not regenerate, it can be stunned, it suffers from shock (unless it's a berserker: part bear), etc.

Continued on next page . . .



TUPILAT (CONTINUED)

A tupilak that is created with specific enemies in mind will die when the last enemy dies. One that is made to kill enemies as they arise *must* kill (or begin tracking) an enemy at least once a week! If the mage does not specify a victim within a week, he loses power over it, and the monster goes rogue. In that case, every living creature becomes its enemy.

Magic Spell: Tupilak (VH)

College: Enchantment.

Lets the caster create a tupilak.

Attributes for the tupilak will be close to the attributes of the creatures that go into its making. A tupilak never grows old, but does tire and needs to sleep and eat like a real animal. It will last until its creator dies or it is killed. Those made to kill specific enemies will die when the last enemy dies.

A tupilak understands only one command: kill! Those made to kill specific enemies will not obey the mage once it has been activated – it has the Seeker spell built into it, and it goes off about its business immediately. It cannot be reprogrammed! There is no known spell to gain control over a tupilak – only the creator can command it, and only one made for generic enemies.

While there are many types of tupilak, based on the possible combinations of up to four animals, only certain combinations will work. All of the creatures in the tupilak must be within certain ST limits. These will vary, but the largest animal in the tupilak cannot have more than twice the ST of the smallest one. (The GM may allow a certain combination if it is reasonably close to that limit – perhaps a small specimen of the largest species was used.)

The tupilak will have all of the qualities of each animal in its makeup. Thus, a bear-reindeer-seal tupilak will be ferocious, fast and a good swimmer! It may shift form to perform a function unique to one creature (e. g., into seal form to swim fast), but will usually be in a hybrid form.

A tupilak that is made with a single specific enemy in mind requires only half the listed energy to create. Those made with multiple, but still specific, enemies require 75% of the listed energy to create.

Duration: until the creator or specific victim dies, or until the tupilak is killed – see p. 109.

Cost: 4× the average ST+DX+ HT+Hits to activate, plus a freshly killed specimen of each animal in the tupilak.

Time to cast: Two weeks.

Prerequisites: Enchant, (p. M38), Animation (p. M64), and the Animal Control spell for every type of animal in the tupilak (pp. M21-22). A tupilak made to kill specific enemies requires Seeker (p. M47) as a prerequisite. The Game Master may let primitive shamans know this spell with lesser prerequisites, but it is *not* a “holy” spell!

Full Coordination implies that the monster can perform two or more actions in the same turn, using different limbs or heads for each action.

For multiple heads, this primarily means attacks. An animal may have more than one head, but may only be able to attack once per turn. Or it may be able to attack once per turn per head, or somewhere in between. If a two-headed animal does *not* have Full Coordination, two attacks in one turn would then count as an All-Cut Attack.

There is a physical limit as to how many heads can attack one target, however. A normal-sized snake can attack with many heads, while a dragon would have trouble bringing even two heads to bear in a single hex. Generally, allow only one head to attack each target if the attacker is larger than a horse. Two heads can attack one opponent if the animal is smaller than that, and three or more heads if the animal is very small *and* has flexible necks!

Animals with multiple heads are assumed to have full sensory capability in each head. Each head is also assumed to have equal access to the creature’s will-to-act unless the GM establishes otherwise. This can sometimes be to the PCs’ advantage! If they can attract the creature in two ways at once, it may not be able to move at all! Some creatures have a separate *personality* in each head. In that case, each head would roll separately against IQ or Will when required.

A multi-headed creature is not stunned or knocked out by blows to the head unless *all* heads are appropriately attacked. A head blow may take an individual head out of action, but all heads must be hit just as hard before the creature is stunned or knocked out. However, if one head is very unimportant, such as a snake’s head on a tail, hitting the main head will usually knock the creature out. Physical stuns, as from shock, still affect a multiple-headed creature normally.

Many animals in folklore have special powers related to their heads. Each case needs to be taken separately. For example, the AI has iron teeth, which result in increased damage – see *Animals That Are Part Mineral*, p. 115. If an animal has horns, it may charge and ram. The damage will be crushing if the horns are like the ram’s, or impaling if they are like the unicorn’s.

Extra teeth means extra damage – simply add +1 or +2 to the normal damage for an animal of that ST. Extra-long teeth or claws mean impaling damage.

Animals with fiery eyes, mouths, beaks, tails, etc., are also frequently found in mythology. The GM must decide if the fire is merely visual, or represents some spell-casting ability, or is actually damaging flame. If it does damage, add +1 or +2 to any damage normally done.

Animals with Multiple or Unusual Limbs

Many creatures, such as the tengo, have extra limbs – even dragons can be considered in this category if the wings are counted as limbs!

Full Coordination implies that the beast can perform two or more actions in the same turn, using different limbs or heads for each action. Not every creature with multiple limbs has full coordination.

Full Coordination for multiple limbs can allow not only extra attacks but also movement, defense, or some other action. Some limbs, such as tentacles, are very flexible and allow the animal to strike into nearly any hex around it. Or a limb might be very long, allowing a reach of two or more hexes. Other limbs are limited to attacking front or adjacent hexes.

Each extra limb brought to bear in Close Combat beyond the base of two adds +2 ST to any grappling action.

Unusual limbs. The ahuzotl has a prehensile tail with a hand on it – this increases grappling capabilities and allows an extra action each turn. The aigamuxa has eyes in its heels, which allow full 360° vision. The amikiri has a scorpion tail and pincers – it may grapple and sting in the same turn, and so on.



It is possible that an animal will have slicers, like the scythe blades sometimes pictured on Roman chariots (the cactus cat has such blades attached to its elbows). Such blades will do cutting damage as the animal charges by – treat this as a slam, but only if the blades make contact. Instead of a ST roll to stay standing, the victim takes damage, and will only go down if the conditions for knockdown on p. B127 are met.

Tails may become snakes or otherwise independent organs. These can strike to the rear, without the main head's attention.

Tails are often poorly coordinated striking weapons – for some animals, tails strike at a penalty to DX. Tails with their own eyes will do better!

Animals with Full or Partial Invulnerability

There are many types of invulnerability. "Invulnerable" means that someone or something cannot be wounded – it has nothing to do with immortality. Invulnerable creatures can be killed, but not wounded.

Five types of invulnerability are covered here:

- A) The creature is invulnerable except in a certain spot on its body.
- B) The creature is invulnerable except to certain weapons or magic.
- C) The creature is invulnerable except to certain people.
- D) The creature is invulnerable except in certain situations.
- E) The creature is totally invulnerable.

In each case, the invulnerability may be absolute or partial. *Absolute invulnerability* means that blows outside of its one weakness do *no* damage at all. *Partial invulnerability* signifies that attacks to a certain spot (or with a certain weapon, etc.) do full damage while other blows do reduced damage. If the latter, the amount done is set by the GM, and he must also decide if the *killing* blow may come from any blow or only through the vulnerable condition.

The biggest problem facing the party in dealing with an invulnerable creature is finding out if it has any weaknesses, and what they are. The GM may handle this in a number of ways: rumors, legends, bestiaries, NPC advice, different appearance of an area ("The skin looks like crocodile hide except under the armpit, where it is smooth."), or the creature's actions ("It ignores you as you swing away at its side."). Or he can let the PCs figure it out by trial and error! ("You don't see any blood. Yes, I know the ST 17 Dwarf just hit it for maximum damage – you don't see any blood on his great axe, on the ground, or on the animal.")

There may also be a spot that is only visible to a mage, or only with the Mage Sight spell; or a scrying or divination spell may reveal the correct situation to attack, etc. Sometimes, especially in the case of a unique monster, the vulnerability will be part of the legends or history of the beast, perhaps related to a prophecy. It may be well known, or it may be locked in a musty tome in a library hundreds of miles away . . . requiring a preliminary quest before the hunt for the beast can begin!

Invulnerability Except in a Certain Spot

If the creature can only be harmed in a certain spot, there will often be a penalty to hit that spot. This will depend on the size of the target area. Vulnerability of the mouth or eye, a very common motif, varies with the species. The mouth of a normal-sized snake is very hard to hit (-9 or -10), while the mouth of a large dragon will be -2 at worst – when it is open, that is!

Ranged weapons attacking the mouth will have to use the opportunity fire rules (p. B118) unless the mouth is constantly open. Melee weapons striking at the mouth will have the penalty mentioned above. The GM may also assess a further penalty to represent the fact that the mouth is open only part of the time. Or the fighter may take the Wait maneuver, and simply wait for the mouth to open. This may be uncomfortable if the creature is clawing for six turns before attempting to bite!

REGENERATION

Some animals in myth have the power of regeneration: their "hit points" heal more quickly than normal. Sometimes this happens quickly – one HT every 1 to 3 seconds – and sometimes more slowly – the animal reaches full health in anywhere from a day to a month. This quality can be especially distressing to PCs if they don't bother to finish off a downed opponent. They may go about their business, only to find the defeated enemy attacking them again in half an hour or the next day, or even patiently tracking them a month later!

There are occasional stories of animals that get stronger every time they touch the earth. The most famous story of this type doesn't involve an animal, though, but the giant Antaeus; Heracles had to hold Antaeus off the ground to kill him. For animals with this attribute, use either regeneration – one HT regained every 1 to 3 seconds – or the invulnerability rules. Another approach, closer to the Antaeus mold, is to *increase* ST 1 point for every 1-3 rounds it is in constant contact with the earth. Damage for animals generally goes up +1 every 5 ST, and this type of increasing ST *can* go above starting level!

There are also legends of animals that draw power from the sun. Again, this can be treated as either regeneration or invulnerability. With regeneration, for every 3 seconds the animal is in sunlight it regains one lost HT, though never above the starting amount. For invulnerability, the creature must be taken out of the sunlight to be wounded at all.

More ominous are the creatures that regenerate in the dark! These must be in darkness (no greater light than a candle flame) to benefit from their powers.



MANY LIVES

Some creatures can be killed more than once. The Abenaki Indians tell of a creature called the *kiwakweskwa* that does not stay dead until killed four times, for example. No matter how badly brutalized or scattered the body is, it comes together in a few hours fully healed. And the *kiwakweskwa* is vengeful!

The time required for a creature to come back to life is up to the GM. Commonly mentioned intervals between lives include a minute, an hour, overnight, a day, a week and a month.

It is well known that cats have nine lives, of course. If a player wishes his character's pet cat (or familiar) to have this ability, it costs the *character* five points per cat. This *Nine Lives* advantage lets the cat use the Lesser Wish rules (p. M39) eight different times before an opponent rolls to *hit the cat* or for *damage to the cat*, but at no other time. (Lesser Wish allows the player to dictate the results of one die roll just before rolling.) Should a cat eventually die, the owner may apply the points spent previously for this advantage to a new cat.

This same idea, with more or less lives, could be applied to certain fabulous beasts: some critters are remarkably hard to kill!

Also common is the idea that an animal needs a particular *type* of death to stay dead. Thus, killing it with ordinary weapons may *seem* to kill it, but it will come back to life the next hour or day unless killed by *magic* weapons. Sometimes fire is necessary to kill it permanently (as for trolls), sometimes water (as for the Wicked Witch of the West). There are stories that only holy water will permanently kill a certain beast, and others that the heart must be destroyed totally – acid or fire work well.

Some animals can only be *really* killed at certain times, or in certain situations – see *Invulnerable Animals*. The difference between this and invulnerability is that wounds apparently affect this type of creature, and it may even seem to die, but it keeps coming back until slain under the right conditions.

Common vulnerable spots include the mouth, eyes (sometimes only one!), tail, nose, ears, navel, genitalia, liver, base of the skull, joint where two heads meet, base of the spine, any limb, a particular limb, over the heart or under the armpit. Sometimes there is a discolored spot, or the skin is of a different texture, but often there is no visible indication that a vulnerable spot is different from the rest of the body.

Invulnerability Except to Certain Weapons or Magic

This can mean anything from “only swords are effective” to “only short-swords” to “only magic swords forged from shooting stars.” Or perhaps the animal can be wounded by any weapon *except* a sword! Likewise, only certain spells may affect a given monster. Or weapons may do no damage while all magic has effect, or vice versa. Or any combination of these! This type of invulnerability is sometimes partial rather than absolute – for example, only wooden weapons do full damage, but metal weapons do half damage or just one or two hits.

Sometimes invulnerability to missile weapons means a built-in Missile Shield or Reverse Missiles spell – p. M68. Likewise, invulnerability to certain types of magic can mean the animal has the Ward spell, or even Reflect (p. M53)! In this case, the creature's Reflect works automatically against either all spells or specific spells – it does *not* have to know the spell to reflect it.

Invulnerability Except to Certain People

This can refer to *types* of people, or to specific individuals. Some common examples from legend include monsters that can *only* be hurt by a woman, or by the seventh son of a seventh son, or by a mage, or by an elf, or by a virgin, or by a child, or by a knight, or by a king, or by someone named John, or by someone born at dawn, or by a priest, or by someone who has just been to confession, or by someone who hasn't lied in the past year, or by King Pellinore, or by the lawful heir of the Duchy of Whatever, etc.

If the GM allows for such things as the seventh son of a seventh son (or seventh daughter of a seventh daughter) having special powers, then such a condition needs to be bought as an advantage. Use the Unusual Background advantage, and spell out the benefits as clearly as possible in advance – though the player may not know everything the advantage implies!

However, no one needs to pay extra character points merely to play a woman, a child, a virgin, a person named John, etc.

Invulnerability Except in Certain Situations

This category includes creatures that are vulnerable only in certain locations or at certain times or other special situations. Some animals can only be hurt at night, others only in the half-hour past noon. Still others can only be hurt when they leave their cave, others when they sleep, and certain flying monsters only when they are on the ground. There is even a story of a creature that can only be hurt when its attacker is wearing red shoes and carrying a candle! There are stories of creatures that can't be hurt unless the adversary knows its true name, or recites a specific Latin poem, or possesses a piece of its treasure, or is wearing the hide of a similar beast. (It is never explained how the similar beast was killed to get its hide, though!)

There are tales of animals that could only be harmed by holy water, or only by a bow strung with hair from an innocent girl, or only if the attacker found its tracks before it found his, and so on. The American Indians even told stories of monsters that could not be harmed unless the hunter had a “four-eyed dog” – that is, a dog with circle markings over its eyes! The GM can let his imagination roam on this one – those who created these myths and legends certainly did!



Total Invulnerability

The Nemean Lion (p. 47) is an example of an animal that is *completely* invulnerable to weapons! Heracles had to strangle it to kill it. Use the Choking rules (p. B112) for such an attack. The contest of ST vs. HT is against the *first* HT number, but a human must be able to get his hands (or a good leveraged grip with an arm) around the neck. This is obviously a GM call – it's beyond the scope of this book to give the neck size of every fabulous creature! The strangler must first take a turn to grapple the monster – note that this allows the creature a turn to claw or bite its opponent before any loss of HT from choking!

Cutting off its air in other ways will also kill an invulnerable animal, of course. Drowning, choking, smothering, and poisoning the air *may* affect a completely invulnerable creature – but maybe not! Some animals may even thrive in water, for example. Fire will usually not harm such a creature, unless the fire is so hot that it destroys the air. While poison gas or poisoned food may affect it, a poisoned weapon will slide harmlessly off the skin.

The GM must decide if magic has any effect, and if so, which spells. Missile spells won't affect it at all, unless the GM allows an appropriate Curse Missile to work. Whole colleges of spells may be effective – Mind Control, for example, does not attempt to wound the body at all.

Finally, "complete" invulnerability may be only partially effective. For example, every blow does half damage. Thus, though there is no special situation or weapon that will harm it more than any other, but it can be harmed, slowly. This could also mean a creature that only took one point of damage from any blow, regardless of the damage rolled.

Animals with Magical Powers

The ccoa, charadrius, dragon, and some of the reeks are prime examples of spell-casting animals. In general, any spell from *GURPS Magic* may be used when creating an animal.

Except for intelligent creatures, such as dragons, animals that cast spells will have a *mana organ* – see sidebar. This may be located in any part of the animal's body, and is often used in mages' spell ingredients. Some creatures can cast an unlimited number of spells, but most mana organs are good for a limited amount of casting before the animal needs to rest to replenish the organ. For powerful spells, this will usually happen after just one or two castings, while weaker spells may be cast for up to six to eight times before draining the organ.

There are other types of magical animals. Animals that regenerate damage, for example, do not use any specific *GURPS Magic* spell, but are obviously magical – see sidebar.

See the flash bear, white lasher, quiver beast, reeks, etc., for examples of magical animals in play.

Animals that Curse or Bring Luck

There are many legends of animals that will curse the person who kills them. This is not done actively by the creature; it's just the nature of the beast. Many animals are said to have this power – the albatross is probably the most famous in Western culture, though the Greeks knew that any animal in certain sacred areas had this power. In this case, it was the area, not the animal, which cursed.

The GM may choose to give this power to certain animals or areas in his campaign. If a person is unfortunate enough to unleash the curse, he suffers the effects of the Curse spell (p. 106). All of his die-rolls are modified unfavorably, lasting until he scores some notable success despite the bad rolls – GM's decision as to

MANA ORGANS

Some animals have inherent magical powers through their ability to concentrate mana in certain parts of their bodies. This stored mana provides the energy to power their "spells." Some animals get enhanced PD and DR by concentrating mana in their skins – dragons, for example. Animals that otherwise would not be capable of flight concentrate mana in their wings – by themselves, the wings of a gryphon, dragon or similar creature would not be powerful enough to lift the animal. Other animals gain the ability to cast offensive and defensive spells – the white lasher can cast the Lightning spell, for example.

Any part of the body that concentrates mana is called a "mana organ." Animals with mana organs pay no fatigue cost for casting their spells – the energy to power the spell is drawn directly from the stored mana. For most passive uses (armor, for example), the mana organ recharges at a rate equal to the rate at which the mana is expended in maintaining the spell. Thus, a creature's magical armor will operate continuously. Magical flyers generally expend mana at a low enough rate to give them unlimited flying ability.

However, other mana organs have a limited storage capacity and recharge at a limited rate. Active spells (combat spells, for example) use the stored mana at a rapid rate. The rate of expenditure and of recharge will be listed in the individual creature's description. Creatures with mana organs may *not* use their ST to power spells!

Most spell-casting creatures have their magical abilities at a skill level of 15. They do not have to speak or make gestures, but do have to look at the subject. Some must also concentrate before casting their spells. They will usually not be able to use their abilities in low-mana areas, and may never use them in no-mana areas.

Magic Resistance works as well against magical animals as it does against mages.

If the GM uses spell components (p. M9), mana organs are logical ingredients. Some spells might require the mana organ from a certain creature with abilities related to the spell. For example, the Flight spell might require a gryphon feather. This can be a powerful tool for balancing a campaign. Most magical creatures are rare and deadly – finding one, let alone killing it, can be a difficult quest.

Even if the searchers succeed in killing a magical creature, there's no guarantee that its mana organ will be usable. The organ may be damaged in the combat, or it may not hold its "charge." Some parts must be taken from the still-living creature in order to be usable! If the mana organ *does* retain its power after the creature's death, a successful skill roll (Alchemy, or perhaps Naturalist-3) may be necessary to preserve the organ competently.



CASTING SPELLS ON MAGICAL ANIMALS

Mana organs interfere with certain spells, notably Create Animal (p. M46) and Animal Control spells (p. B155 and pp. M21-22). It is suggested that these spells cost *twice* the listed fatigue if cast on a creature with a mana organ, and that the mana organ allows animals to resist Control spells at a default level of 15. If use of these spells is still unbalancing the game, the GM should rule that they simply do not work at all on creatures with mana organs – though the players need not be told, except as rumor! Note that Animal Control spells include Master, Beast Summoning, Beast Link and Beast Possession as well as those with Control in their name.

Plants with mana “organs” are likewise resistant to any Plant spells.

In fact, the Game Master may decide that some magical creatures are *totally* immune to *all* spells. This is quite in keeping with many legends, though there are also legends of mages being able to cast spells on magical creatures.

Alternatively, magic may work against magical animals, but at a penalty to the skill roll, or an increased fatigue cost, or the animal has a high resistance roll, etc. If the players are not abusing the game with magic, however, there is no need to limit the effects of spells cast on magical creatures.

Some animals are specifically cited as being resistant to certain spells. The GM may rule otherwise, of course, but it's strongly recommended to follow these guidelines where listed.

Counterspell. Spells that are “always on” for magical animals cannot be Counterspelled. Examples include the Flight and Invisibility spells of the chonchon, on which Counterspell does not work. Any spell an animal *casts*, however, is subject to being Countered or Warded or even Reflected. Any spell known by the cooa can be magically neutralized, for example.

For creatures that seem to fall between the two, like the qiqern, the GM must make his own decision. Players who argue should have their characters afflicted with the spell automatically!

exactly what this is. Then the success turns somehow to ashes, and the curse is ended. The curse may affect die-rolls by anywhere from 1 to 3 points in whichever direction is most unfavorable – it is up to the GM to decide the exact strength of the curse. The Curse may also be canceled with the Remove Curse spell, p. M54. Alternatively, the GM may give the PC the Unluckiness disadvantage, p. B37. This can be temporary, or permanent until reversed with Remove Curse, as above.

The GM may wish to create rumors, hinting as to which animals or areas are affected (and spread a few false rumors while he's at it). However, many legendary heroes unwittingly killed cursed animals – there were no rumors to warn them.

Some animals are said to curse those who simply see them or cross their path. These tend to be bad omens rather than actual attacks: the individuals may not suffer from the Curse spell or the Unluckiness disadvantage, but the omen foretells that a *potentially* disastrous encounter will soon transpire.

There are also many stories of the opposite: animals that bring good luck to people. Often the luck is specific. For example, many tribes in Africa consider it good luck to find a spider web on a bow – it means they will have success at hunting that day.

The good luck conferred by animals is usually considered to be short-term. It will last for that day, or for that particular journey, or until some disaster is averted. This can be handled as a temporary version of the Luck advantage (p. B21), or as the Bless spell (p. M54) or even as if the person had an object granting Lesser Wish or Wish (p. M39). If the good luck is temporary, it expires if not used within the time limit.

Animals confer good luck in many ways: simply by being seen, if freed from a trap, if spared by a hunter (or sheltered from one), if petted or touched, if fed, if the animal witnesses exceptional kindness in the character, etc.

Some animals will also do a specific type of favor if properly helped or coerced – such as the pong, which will carry its captor to an island where gold lies scattered on the ground!

Animals with Devastating Breath or Looks

The dragon and basilisk are the prime representatives of this type of monster, but there are many others.

In general, handle fire-breath as for the dragon (p. 85), adjusting range and damage for size. Venomous breath is treated as a *gas*, p. B132, and may be of any type of venom – see pp. 102-103. The bombardier beetle (p. 13) or azhi dahaka (p. 86) can be consulted for mechanics of play.

Devastating glance can be handled as for the basilisk (p. 11), cockatrice (p. 19), medusa (p. 45), skoffin (p. 69) or catoblepas (p. 15).

Unnaturally Venomous Animals

Any animal in this book or in the *GURPS Bestiary* can be made venomous, using any of the venoms listed on pp. 102-103 or p. BY79.

Venomous animals rarely have a damaging bite in brute force terms – usually just enough to break the skin. Of course, fabulous creatures are not bound by the constraints of reality, and a venomous saber-tooth tiger is a truly nasty possibility . . .

Animals Living in Abnormal Habitats

The kelpie, morou-ngao, and snow snake are prime examples of this type of creature. The Malays believed there were tigers under the sea, the North American Indians have legends of bears in lakes, and land sharks were a terrifying belief in more than one culture long before they became a joke on television.



When creating this type of animal, assume the creature is fully adapted to its new habitat. Kelpies can breathe underwater, land sharks can move on (or *in*) land at a good clip, snow snakes have means to stay warm, and so on. If an explanation is required, a mana organ is a convenient rationalization.

Use the stats and habits of the original animal, as modified to fit its new circumstances in an interesting way.

Unnaturally Carnivorous Animals

The mares of King Diomedes of the Bistonians (p. 32) are the classic example of this type of monster. Also, see the delgeth, p. 21. Many legends from many lands feature beasts that somehow go beyond their nature to attack and devour humans. There are tales of anthropophagic pigs, bulls, elephants, deer, elk, birds, seals, goats, rams, rats, insects, monkeys – even chickens, lambs, and, yes, rabbits! The cattle guarded by Orthus (p. 49) are said to be flesh-eating by one source.

Usually these unnatural animals are described as having sharp teeth, which means they do cutting damage. (Most herbivores do crushing damage when they bite.) Truly large teeth would do impaling damage, of course, but an ordinary-sized goat just hasn't got the mouth for such dentition.

Likewise, such creatures may have claws where the normal version has hooves or soft paws.

The GM should also consider surprise value. While such animals may not look threatening from a distance, they will probably behave abnormally. Thus, if the PCs notice a herd of sheep and then turn their backs on it, it's possible that carnivorous sheep may approach them unobserved. However, if anyone who knows sheep sees them charging at the party, they are likely to be wary or even mentally stunned – normal sheep *never* run toward *any* strange human!

Unnaturally carnivorous creatures are usually savage, and would carry a substantial penalty on any attempt at Animal Handling. Some of them are even immune to magic which would control them!

Animals That Are Part Human

Mythology includes many, many instances of animal-human hybrids, they are generally not covered in this book. Such creatures, if they have any human traits beyond mere physical resemblance, are considered *fantasy races* in gaming terms. They would thus be created as NPCs or PCs, and would appear in *GURPS Fantasy Folk* rather than in this book.

There *are* creatures that have human physical traits but none of the intelligence or psychology of humans. The manticores and atdlit are good examples. These can make frightening foes, as a bestial nature in human form is a powerful theme in horror stories. Such creatures often deserve a Fright Check if playing with that rule.

Creatures with hands may use weapons of some sort, but if there is no reasoning faculty, almost any weapon will be used simply as a club wielded at DX. This means a bladed weapon has a 50% chance (at best) of doing cutting damage if utilized by an unreasoning foe! Bestial hands can also be used for grasping, punching, climbing, etc., but not for manipulation that requires human thought, such as lockpicking or parrying. The GM's decision on such a creature's actions is final.

Animals That Are Part Mineral

This is a relatively rare motif, but it appears in many cultures. In this book, the al (p. 7) has teeth of iron and claws of brass.

SOOTHING SAVAGE BEASTS

Holy persons have a long history of taming animals. The most famous in our culture are Daniel in the lion's den and Saint Francis with the wolf of Gubbio, but there are literally thousands of such stories from all over the world.

Should the GM allow such a thing to be true, a character must act *very* holy to have consistent powers – see the Sense of Duty to All Living Things disadvantage, p. B39. The Blessed advantage (pp. M85-86) and/or the Animal Empathy advantage may also be required. Perhaps a roll vs. IQ is necessary for the power to work: the amount the roll is made by is added to a Reaction roll for the animal.

Skilled musicians are also credited with pacifying savage beasts with their playing. This is best handled as a bard with Magery, casting Beast Soother (p. M21) as he plays. (That's assuming bard/mages cast spells as they play.)

If the GM wishes to allow non-mage bards the chance to soothe wild beasts, the bard should have the Animal Empathy advantage, and needs to make a Musical Instrument skill roll. The GM should preset a level of success that is needed to work for a specific creature – e. g., the bard has to succeed by 5 to soothe a boar, 10 to soothe a dragon, etc. This is called the adjusted skill roll. Rolls made by less than that have no effect. Rolls made by a greater amount earn the bard a Reaction roll from the animal, with a bonus equal to the amount the adjusted roll was made by. In the above examples, a roll made by 7 earns the bard a +2 reaction from the boar, but would do nothing against a dragon.

Some beasts have an automatic reaction penalty to all humans. Thus, a bard earning a +2 reaction for his Animal Empathy and another +2 for his playing may only have a +1 when the dice are rolled – because the beast in question reacts at -3 to humans! Some animals, such as taddarita, *never* have good reactions to humans: there is sworn enmity between the species.



MISCELLANEOUS MOTIFS

There are many minor motifs and legends about animals that can be used with any of the creatures in this book or the *GURPS Bestiary*.

Animals of unusual colors, even multi-colored creatures, are common in tales. This always signifies unusual origin, and often unusual abilities.

Many, many animals are credited with the ability to detect hostile spirits. Treat this as if the animal were an always-on magic "item" of Sense Spirit, p. M63. The radius can be anywhere from 2 to 20 yards. Such animals become restless and hard to handle when spirits are near – exactly like a "spooked" horse!

Likewise, some animals become calm when good spirits are around.

The gratitude of animals is another common motif. Animals that are rescued or fed by humans often turn up to save them later. Sometimes these are magical animals, sometimes normal ones, as in the tale of Androcles and the Lion.

There are many stories of animals whose roar or bellow is magical. This can be treated as a Fear, Panic or Terror spell (pp. 106-107), or possibly Thunderclap (p. M69) or even Stun (p. 107). The roar can be more serious, doing a hit or two of damage if a HT roll is failed, or – if focused at an individual – acting as the Sound Jet spell (p. M70).

Some animals (commonly, but not exclusively, serpents) are said to have the ability to harm people by biting their shadows. Most such stories imply that only shadows cast by the sun have this characteristic. The time of day and direction of the shadow must be considered, too. At noon, there are no shadows worth biting; near midmorning and midafternoon the shadow is one hex in size; and later or earlier in the day, two hexes or more. Any damage done to the shadow is done to the person; any venom "injected" into a person's shadow magically enters the person's bloodstream. Shadows have *no* PD or DR, regardless of what the character is wearing! The snake's target still has a dodge – if they realize they are in danger – but do not add in PD. Even their shield's shadow doesn't offer any PD! This can be a way to help warriors in plate mail learn to respect the "lesser" monsters in this book!

Animals with teeth and claws of metal or stone do extra damage. Stone is brittle – +1 damage, but there is a 1/3 chance that it will break if the animal attacks something of DR 4 or more. (Flint does +2 damage.) Metal is very strong, and can be quite sharp – +2 damage beyond the normal for that creature's ST. Diamond teeth and claws do +3 damage. (Realistically, diamond would be as brittle as stone, and burns like coal. But popular mythology considers it unbreakable, and perhaps organically deposited diamond would be!)

Animals with mineral hide have extra PD and DR, though they may be slow and clumsy. Humanoid creatures will do extra punching damage if partially stone. See the Body of Stone spell (p. M29) for suggestions on running creatures made of rock.

In this book, the rolling rock (p. 60) is an example of an animate rock. There are other cases of such creatures in myth and legend. In general, impaling damage is not doubled against a rock – in fact, fencing weapons will probably break – 50% chance. Cutting damage is multiplied by 1.5, though – many rocks have veins that can be flaked off. Crushing weapons do normal damage, while fire is worthless unless it is *very* hot. Water is effective against stone, but only for those who aren't in a hurry: it takes centuries to wear down a rock . . . The GM could allow extra damage for any ingenious attack that would damage a real rock, both for stony and stone-hidden creatures.

Animals that are part gold, silver, or precious gem are sometimes encountered. Many dragons and serpents have precious – even magical – stones in their brains, according to legend. The animal must be killed to get the stone, of course. Other creatures are described as having certain body parts made of gold or silver: wings, legs, tails, ears, hides, etc. The GM should determine how much the body part weighs to evaluate the metal. See the sidebar on p. B190, for the value of gold and silver. It is beyond the scope of this book to give weights of each body part for every animal, however. The GM may simply decide how much treasure is "right," and use that value!

Other animals in myth are pure metal, such as the brass bulls that the Greek Jason had to yoke, or Gullinbursti, the Norse boar made of gold. These creatures are best considered as *golems*, however – see p. M37 and p. M106.

Animals That Transform

The most common type of transformation is shapeshifting – changing into other animals. Potentially very deadly because of their surprise value, these monsters should be used sparingly, or the characters – or worse, the players! – may become totally paranoid. They might start attacking every animal they see, because the last time One-Handed Harry stooped to pet a cat it turned into a crocodile!

There are stories of transformations of dogs or hares to leopards; cattle to wolves; pigs, dogs or snakes to dragons; dogs to giant spiders; dogs or worms to snakes; worms to dogs; and foxes into nearly anything. The Chinese even tell of a rat that can change into a winged elephant – see p. 33! Some creatures take human *shape* while retaining their animal nature and intelligence.

Not all transformations are inimical; many animals change form to help people. Most of them become horses for the heroes to ride, and include mice, seals, cats, dogs, squirrels, monkeys, and even insects. There are also stories of animals turning into cows to give milk and into dogs to protect and hunt.

The GM should determine the stats for the animal in both forms. When a transforming animal is in the smaller state, it is recommended that it have the stats of a smaller animal – it should not have the "hit points" of the larger shape unless the GM has a good reason for it.

The change can be accomplished in one second, if the Game Master desires, but it is suggested that it take three seconds, as per the Shapeshifting spell, p.

M22. Animals in between shapes have no actions or active defense, but use the HT of the larger species if attacked.

Another common type of transformation is *sizeshifting*. Small animals grow to attack, large animals shrink to fit in tiny holes. The *ku-ilio-loa*, p. 39, is a prime example of this type of creature – note that its HT and ST change as its size changes.

There are also tales of nameless animals that turn into rocks during the day. The party may find a lovely campsite with some interesting boulders strewn around, only to find the “boulders” become beasts of prey after the sun sets! The rocks do not resemble animals very much – the animals curl up and tuck their heads in before retiring for the day. The animals do not necessarily have any special PD or DR while in animal form – in most stories they are either all animal or all rock. Of course, the GM may decide otherwise . . .

Just as their are animals that become stone, there are those that become plants. There are Swiss stories of wolves that are trees by day, Indian stories of bears and birds that are nuts by day or night, and Chinese stories of dragons that can look like pine trees. Vines and roots can become snakes, trees can become any large animal. The GM may decide to give an animal extra PD and DR if it is part tree, though in most of the stories the transformation is complete, not partial.

The *wu kung ching* is an example of an animal that can change into a gaseous cloud. See p. 82 for details on running this type of animal.

Talking Animals

Talking animals are found more in legend and fairy tale than in mythology. Everyone knows stories of animals that talk to humans, from “Please throw me back in the water and I’ll grant you three wishes!” to “Where are you going with that basket, little girl?”

There are a few talking animals in this book, four prime examples being the dragon (p. 83), the fantasy unicorn (p. 77), the *kekeko* (p. 37) and the *táltos* horse (p. 74). The Game Master interested in this genre is referred to those entries for advice on running such creatures. Most are benevolent, as are the talking animals in most stories, but there *are* neutral and even wicked talking beasts, such as the sphinx.

Running such creatures will require some forethought. First of all, how common are they in the game world? If the world is like 20th-century Earth, people will be shocked if they hear animals talk! They may question their sanity, they may look around for a ventriloquist (or mage, in a fantasy world), they may even run away screaming. TL3 people in general are more willing to believe in wonders than modern people are, but some of those wonders will be attributed to demons! The animals may even be attacked.

Still, there are the good souls who will react with a delighted, “Oh! You can talk! How wonderful!” and will probably do whatever the animal says.

Many modern psychologists believe that talking animals in folk tales represent the intuitive part of a person. The hero who listens to his horse’s advice is following gut intuition rather than head logic. With that in mind, the GM can introduce talking animals as a form of the *Intuition* or *Common Sense* advantages, p. B20. Since these would then represent an unpaid form of the advantages, they should be used sparingly. (Or, perhaps, the Common Sense advantage could take the *form* of a wise old raven!) Talking animals may be bought as Allies or even Patrons if the GM decides they are fairly common in his world – see pp. B23-24.

The intelligence of talking animals varies. Most are at least as smart as the humans they deal with. Many, such as *Puss in Boots*, are smarter! In general, an IQ of 10 is a good bet, with clever animals having a proportionately higher level. Animal mages are sometimes encountered, and those seem to be of IQ 15+ in the stories. These often teach their human friend a magical poem that will summon

PLANT MOTIFS

Plants are both helpful and harmful in myth and legend. Many are credited with having individual personalities: sometimes by species, sometimes not. Many magic plants are oversized, some enormously so – see *Sky-High Tree*, p. 101.

There are tales of magical plants that can move, grow very rapidly, talk (or otherwise make sound), cause sleep or paralysis, charm victims into acting in the plant’s behalf and create illusions, light or darkness.

Many plants are said to be able to heal and nourish, and not just passively. Some actually attract humans in order to aid them. Tales of magical fruit are numerous. Such fruit is said to be able to heal, cure, allow invisibility, protect against hostile magic, and so on. Conceivably, any of the effects of the elixirs on pp. M89-91 could be reproduced by magic fruit.

Some plants are said to become animals – see the main text.

Many plants serve as routes to an other-world. In some cases, there is a gap under the root of a large tree – climbing down into the cavern formed by the roots leads to Faerie – or possibly to Hades! Other stories tell of tree trunks opening up to reveal stairs *up* into the tree, leading to another plane. Still others say that trees act as “dimension portals” – a person can walk into one tree and exit from another one. Sometimes that second tree is in the same forest, sometimes it is far away, and sometimes it is on another world.

Trees are also said to be home for many spirits.

DEMONIC ANIMALS

Demonic animals can easily be created as steeds or companions for demons and their allies. The shadow wolf (p. 65) is a good example of a normal animal with demonic elements. Demonic horses, hounds, cats, birds and reptiles are all found in the legends of many cultures. Usually these animals have increased Move, PD, DR, IQ, Damage and magic abilities, and significant evil tendencies. Often they will have full or partial immunity to nonmagical weapons.



LEGENDS ABOUT REAL CREATURES

Many of the best "mythical animals" are perfectly ordinary creatures, with one ability added. In some stories, all creatures of that type have the special ability, though most people don't know it. In other tales, only one specimen – perhaps the "king" of that race, perhaps a god in animal form – has the ability.

RAVEN

ST: 3-4 **PD/DR:** 0/0
DX: 11 **Damage:** 1d-4 cut
IQ: 5 **Reach:** C
HT: 14/5 **Size:** <1 hex
Move/Dodge: 14/7 **Weight:** 5-12 lbs.
Habitats: Any land

Rumors about the raven are presented here as an example of a legendary treatment of a real bird. In reality, the bird is very smart and mischievous, can learn to mimic some human speech, eats carrion and almost anything else, has a harsh voice and prefers to live on cliff faces.

Rumors: The raven has been known to act as messengers for both good and evil people. The Norse god Odin had two ravens that brought him all the news of the world every day. The Irish believed ravens were spies, listening to conversations and reporting to enemies. On the other hand, the Irish also have many stories of ravens aiding the hero with sage advice.

Many saints who lived in the desert were brought food by ravens, including Elijah in the Bible.

Ravens are frequently mentioned as familiars, and the raven is said to be a common form used by shapeshifters.

Ravens are also credited with prophetic powers – some even believe ravens to be souls of the departed, come back to warn the living or to predict dire events. If seen flying on one's right side, a raven foretold good news; if seen on the left, dreadful things were about to happen. Ravens appearing in the vicinity of a sick person meant he would soon die.

Some peoples believed that gods of battle disguised themselves as ravens. In some stories, a raven was said to lead the Wild Hunt (spectral hounds and hunters chasing the living) – this raven was probably a disguised god. Others felt that long-gone heroes live on as ravens – the Cornish believed this about King Arthur, and would never hurt a raven for fear of harming the king.

Among many tribes of American Indians, Raven is a trickster-hero, both helping and fooling humanity. Raven played Prometheus to the Indians, for example, bringing them fire. He also gave them the sun and moon, and taught them various food-gathering techniques. Raven is usually credited with being a sorcerer, having shapeshifting abilities and other powerful spells.

the animal when needed. The number of summonings is often limited – once or three times are the most common cases.

Some animals will only talk to certain individuals. Others will only talk to people that have rescued them or proven kind and merciful in some other way. Talking animals may prophesy, sing, give advice, give aid, ask for aid, give information (sometimes acting as scouts and spies), detect lies, demand a reward (sometimes a firstborn child!) for their services, know the location of treasure, speak only to give warning, mock or deceive. Some will never talk on demand, thus embarrassing boasters. And some have no special abilities *except* speech, but will claim other magic powers and demand to be kept in luxury!

Monstrous Plants and Plant-Animal Hybrids

Fabulous plants have been credited with mobility, sensation, territorial behavior, defensive powers and the ability to attack and devour. In other words, they act like animals. See Chapter 3 for a listing of several extraordinary plants. There are also *intelligent* plants, but these would fall in the domain of fantasy (or alien) races, and are not covered in this book.

Designing and running new plants, or hybrids of animals and plants, is not difficult. Thinking of them as plants with animal characteristics makes them easier to place in the adventure – the desires of plants are simpler than those of animals. They want the right amount of sun, water, earth and peace and quiet.

Of course, some plants may attack. The motive may be self-defense (or defense of the fruit). Or the plant may want to kill animals for food. It may actually eat its victims, or it may just leave the bodies as fertilizer. Or, perhaps, the victim will be fertilizer for the plant's seeds!

Once the motives of the plants have been established, the GM merely treats them as if they were animals when combat occurs. Stats must be determined in advance. The DX can be anything from 7 to 15, depending on how the GM envisions the plant. How much damage does it do? What is its HT and does it have PD and DR? Woody plants will have significant HT and DR – see p. B125. Some plants will move at a good pace; others may be very slow, while most will be immobile.

Plants may attack with their limbs as clubs, or grapple with clinging vines – use the appropriate rules for clubs or grappling. Rootlets that grapple a fighter's legs and trip him: can be handled by the Close Combat rules on pp. B111-112. The human may be assessed a penalty in the contest of DX to account for surprise if he hasn't seen these rootlets in action yet.

Some plants will be able to shoot thorns as darts – treat this as a crossbow, bow, or blowpipe, as desired. The thorns may or may not be envenomed.

Many plants will be poisonous to eat or touch; some will be much stronger than poison ivy, with an *immediate* effect. Other plants can use a spitting action to deliver poison or digestive acid. Treat this as a DX roll to hit, with critical success hitting the eyes. Some may use a gaseous attack – in this case, the gas has no effect on the plant itself, so the plant will saturate the entire area.

Vines or branches may have mouths that bite – vines or roots may even turn into independently mobile snakes, doing significant constriction damage! The trunk of a tree might open in a gaping maw, then close on an opponent – a large tree could do massive crushing damage, enough to dent plate mail *very* uncomfortably! Smaller trees, up to a yard in diameter, would probably do up to 3d crushing damage.

Combinations of the Above

Any of the above motifs can be combined, and often are. For example, the water leaper (p. 80) is a giant flying hybrid in an unusual habitat!

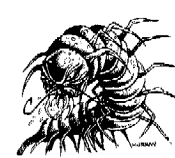
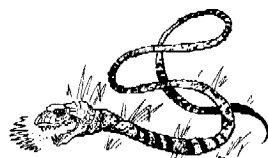
ALPHABETICAL CHART

Name	ST	DX	IQ	HT	Mv/Dodge	PD/DR	Damage	Reach	Size	Page
Afanc	90	9	3	14/85	3/4	3/5	4d+2 cut	C,1,2	40	6
Ahuizotl	16	16	7	15	8/9	2/3	1d cut#	C,1	1	6
Aigamuxa	40-50	12	6	12/40	5/6	1/2	5d cr	C-2	1	7
Aitvaras	4	16	9-11	12/5	16/8#	1/1	1d-4 cr	C	<1	86
Ajatar	30-40	14	8-12	12/30-40	4/8	3/4	2d-1*	R,C,1	6	86
Al	40-50	13	3	14/60	7/7*	2/4	3d+1 imp	C	2	7
Amarok	35-40	12	5	13/45	9/7	2/2	2d cut	C	3	7
Amikiri	8	14	5	14/6	8/8#	4/5	1d-3 cut*	C	1	8
Ammit	80	12	4	16/25	5/4	2/3	4d cut	C	6	8
Amphisbaena	1-2	13	4	15/2-4	4/7	0/0	*	C,1	<1	103
Ant-Lion, Giant	30	13	3	16	5/6	3/3	1d+2 cut	C	3	8
Apophis	12#	11	6	15/24#	5/7	1/2#	1d+2 cut	C,1	7	9
Arctic Mole	50	8	3	15/30	3/4	3/2	2d cut	C	4	10
Aspidochelone	300+	8	5	17/300+	5/0	4/7	*	C	50+	10
Assassin Bug, Giant	16	14	3	12	9/7#	2/2	*	C	1	10
Atdlit	25	12	4	12/25	6/7	2/2	5d cr *	C-2	1	10
Athol	8-10	13	4	12-14	14/7#	2/1	1d-1 cut	C	1	11
Azhi Dahaka	100	14	8	14/70-110	26/6#	4/7	4d+1 imp#	R,C-2	18	86
Basilisk	3	12	3	12/4	4/7	1/0	*	R	1	11
Bena	25-40	14	5	15/25-40	10/6	2/3	2d-1 cut	R,C,1	7	87
Big Owl	100	13	8	13/80	12/7*	3/5	5d imp	R,C,1,	7	12
Bird-Bear	30	13	5	15/25	10/7#	2/2	1d+2 cut*	C,1	3#	12
Bloodbeast	33	14	4	13/20	8/7	2/2	2d-1 cut*	C,1	1	12
Bloodvines	13-16	11	1	13/15	0/0	0/1	1d imp	C,1	2-3	95
Boar, War	30-35	12	6	15/25-30	12/6	1/2	2d-1 cut#	C	2	13
Bombardier Beetle, Giant	13-16	11	2	11-13	8/5	3/5	*	R	2	13
Boobrie	35-40	14	5	15/25	16/8#	2/1	2d imp	C,1	3	13
Bunyip	30	11	5	15	8/6#	1/2	1d+2 cut	C	3	13
Cactus Cat	20-25	14	5	13-18	9/8	1/1	1d+1 cut	C,1	1-2	14
Calabash	-	-	-	-	-	-	-	-	<1	95
Calchona	12-15	12	5	12-14	9/6	1/2	1d-1 cut	C	2	14
Campchurch	32-40	9	6	13-16	12/6#	0/0	2d imp#	C	3	15
Capricorn	See Makara, Goat, p. 43									
Catoblepas	30-40	10	4	13/16-20	9/5	3/3	*	R	3	15
Cautigus	15	14	10	16	4/7	2/2	*	C-2	1*	15
Ccoa	6	14	15	16/7	10/8	0/0	*	R,C	<1	16
Cerastes	16	14	4	14	4/8	1/1	1d+1 cr#	C,1*	3	16
Cerberus	26	12	5	14/25	9/7	3/4	1d+2 imp#	C,1	2	17
Charadrius	4	12	5	14/3	14/6	0/0	-	-	1	17
Chemosit	30-35	15	5	15/20-25	9/6	1/1	2d-1 cut	C	2	18
Chiang-liang	13-16	13	4	12-14	10/6	1/1	*	C	2	18
Chimera	40	14	5	15/28-35	10/7	1/2	2d+1 cut	R,C,1	2	18
Chnoubis	30-35	14	5	14/25-30	4/8	2/2	2d-1 cut#	C	8	18
Chonchon	16	12	4	14	12/6	2/1-2*	1d cut	C	1	19
Cockatrice	3	12	3	12/4	4/7#	1/0	*	R	1	19
Crab, Giant	18-24	11	3	14-17	3/5	3/4	*	C,1	7	20
Crocotta	13-16	12	5	11-13	9/6	1/1	1d-1 cut	C	1	20
Cushna	30-35	10	4	10/25	8/0	1/1	2d-1 cut#	R,C	2	20
Dajoji	40	14	12	14/35	20/10#	2/3	2d+2 cut	C,1	3	21
Delgeth	36	13	4	18	18/10	2/2	2d cut#	C	4	21
Devilbush	10*	12*	1	14/35	0/0	0/3	*	C,1	7-19	96
Dingonek	44-52	12	3	15/30-35	7/6#	3/5	2d+2 imp#	C#	4-5	21
Djun	40-50	15	4	14/35-40	5/8	2/2	2d+2	C-10#	4	21
Dragon	Varies - see Chapter 2.									
Dread Stalker	22	13	4	16	8/7	1/1	1d+1 cut	C	1	22
Drop Weeds	-	-	1	-	-	-	*	*	50-500	96
Dry Grass	-	-	1	10/hex	0/0	0/0	1d-1	C	50-100	97
Dundubhis	200	9	4	15/80	7/0#	3/4	2d+1 cr#	C	10	22
Eagle, Giant	13-16	12	5	12-14	14/7	1/1	2d-1 imp#	C	1	22
Echidna, Giant	24-30	10	4	15/28-35	4/5	4/5	1d+2 cut#	C	3	23
Eer-moonan	16	14	5	14	7/8	1/2	1d imp	C	2	23
Eurynomus	26	12	6	15/25	7/7#	4/7	2d+1 cut#	C,1	1	23
Fairy Thorn	15-20	14	7	14/30-35	0/0	2/3	1 hit	R	1-3	97
Fartalis	18-23	14	5	16	10/8	1/2	1d+1 cut#	R,C	2	24
Fear Gortach	-	-	1	-	-	-	*	C	3-50	98



Name	ST	DX	IQ	HT	Mv/Dodge	PD/DR	Damage	Reach	Size	Page
Fideal	16	12	2	14	1/0	0/2	*	C,1	2	24
Filsar	16-20	13	6	13/15-18	14/8	1/1	1d cut#	C,1	1	24
Fire Drake	Varies - see p. 83-85.									
Flash Bear	14-18	12	4	13-16	7/6	1/1	1d cut	R,C	1	25
Fossa, Giant	16-20	14	4	15/14-18	10/7	2/2	1d+1 cut	C	2	25
Fury Beast	3	12	4	14/3	7/6	0/0	*	R	<1	25
Gam	100-120	14	4	14/50-60	8/7	2/3	5d imp	C-6	10	25
Gandarewa	150	14	16+	15/110+	14/6	4/7	6d+1 imp#	R,C-2	20+	87
Ghormuha	35-40	10	5	15	7/5	1/1	1d cr	C	1	26
Girtab	40	15	9	14/40	9/8	5/6	*	C-2	8	26
Girtab's Children	12-14	15	2	13-16	8/7	3/4	*	C,1	2	26
Gladius	30-40	10	3	15/18-24	25/7	0/0	10d imp#	C	3	27
Goin	15-20	12	4	15	12/7#	3/4	1d imp	C,1	2	27
Gryllus	15-50*	13	4	15/20-40*	7/7	2/2	2d*	C	1*	27
Gryphon	30-35	14	5	15/20-25	15/7#	1/1	2d-1 cut	C	2	28
Gullet Snake	4-6	13	3	12/4-6	3/7	0/0	1d-4 cr, 1d-3 cut	C	<1	28
Halulu	25-30	12	4	13/18	12/7#	1/1	1d+1 imp#	C,1	1	29
Hamadryas	16-20	14	6	14-17	9/9	2/2	1d cut	C	1	29
Harpy	12-17	14	5	13-16	20/10#	1/1	1d cut	C	1	29
Healing Grass	-	-	1	-	-	-	-	-	1-10	98
Hemorrhosis	3	13	3	14/4	3/7	0/0	*	C	<1	103
Hercinia	3	14	5	14/3	12/7	0/0	1d-4 cr	C	<1	30
Herecinc	12-17	-	1	13/40-50	-	0/3	1d cr	C	7	98
Herren-Surge	45	12	3	14/30-40	4/6	1/1	2d#	C-6#	10	87
Hide	14-18	10	3	16/16-20	2/5	1/2	*	C	19	30
Hippocampus	See <i>Makara, Horse</i> , p. 43.									
Hippogriff	32-40	14	4	15/20-25	15/7	1/1	1d+2 cr	C	3	30
Hirudo	12-24	10	2	15/10-20	3/4#	1/1	*	C,1	2-4	31
Hitobana	-	-	1	-	-	-	-	-	<1	98
Hodag	40-50	12	4	15/22-28	9/6	2/2	2d+1 cut	C	3	31
Honey-Badger, Giant	16-20	12	4	16/20-24	6/6	2/4	1d cut	C	2	32
Hoop Snake	15	14	3	14/18	30*/8*	0/0	4d*	C,1	2	32
Horses, Flesh-eating	40-50	10	4	14/18	16/8	0/0	2d+1 cut#	C,1	3	32
Hsing-hsing	13-17	13	6	11-15	8/6	1/1	*	C,1	1	33
Hua-hu Tiao	250	12	6	17/40-50	18/0	1/2	3d cr	C,1	10+	33
Hui	16-20	12	5	11-13	12/6	1/1	1d cut	C	1	33
Humbaba	30	13	6	15/35	5/6#	3/3	1d+2 cut#	C-2	1#	34
Hydra	20-25	12	3	16/24-30#	7/6#	2/3#	1d+1 imp	C,1	3	34
Hydrus	18	14	5	14/20	8/8#	2/2#	1d cut#	C	2	35
Hystrix	8-10	12	3	13-16	3/6	3/2	*	R,C	2	35
Ice-Covered Bear	40-45	12	5	14/35	7/7	3/4	2d+1 cut#	C,1	3	35
Iemisch	15-19	13	5	15/16-20	8/6#	1/1	1d cut	C	2	35
Ikonkola	25-30	15	3	14/40	10/8	1/1	1d+2 imp#	C-2	20	36
Jaculus	2-4	14	3	13/2-4	15/7#	0/0	*	C	<1	36
Jezenky	25-35	14	10	14/30	15/8	2/3	2d-1 cut#	C	2	36
Kakutan	40-50	13	13	15/20	14/7	2/2	2d+1 cut#	R,C,1	3	87
Kaliya	25	13	4	13/20	5/7#	2/3	1d cr#	C,1	6	36
Kaushal	26-30	12	5	15/20	9/7	1/2	1d+2 cut#	C,1	2	36
Kekeko	4	13	15	15/4	14/7	0/0	-	-	<1	37
Kelpie	48-60	13	8	17/24-30	12/6	2/2	*	R,C,1	3	37
Kilin	15	16	19	17	18/9	0/0	1d-1cr	C	2	38
Kioh-Lung	20	12	16	15/40	16/7	3/4	2d cut	C	6	89
Konoba	24-30	14	4	13/20-24	25/7	1/1	2d+1 imp#	C	2	38
Kraken	7-20#	13	3	15/20-200	10/6#	3/2	*	C,1-70	30-1,000	38
Ku-ilio-loa	45	13	6	13/40	10/7#	2/4	2d+1 cut	C,1	*	39
Kuchedra	120	13	7	14/90	4/6	4/7	6d imp#	R,C-2	24	39
Kugdlugiak	60-80	12	3	13/40-60	10/6	3/4	3d+2 cr	C	10-15	40
Ladon	40	12	12	15/40	5/6	2/3	2d cut#	R,C,1	10	88
Lamia	12-15	13	7	11-14	4/6	1/2	*	C	2	40
La Velue	80	9	4	15/25	7/4#	3/4#	1d cut#	R,C,1	3	40
Lau	21	13	6	17	7/7	1/2	1d+1 cut	C,1	2	41
Leontophontes	3	11	4	13/2	9/5	1/1	-	-	<1	41
Lesovik	20	13	9	14/19	7/7	1/2	1d+1 cut	C,1	1	42
Leucrocotta	20-24	14	4	13/18-22	16/8	1/1	1d+2 cut#	C	2	42
Leviathan	*	10	4	15/200-	20/0	5/10	25d cut	C	vast	42
Li Ying Lung	80	14	16	15/80	8/6	4/6	4d cut	C,1	6	89
Lilim	11-15	13	5	11-14	10/7	1/1	1d-1 cut	C,1	1	43
Lotan	25-40	12	4	15/25-40	5/6	2/3	2d-1 cut	R,C,1	4	89
Lotus	-	-	-	-	-	-	-	-	<1	98
Luca	12-20#	14	3	12/25-40	4/7	1/1	2d cut	2	1-7	43

Name	ST	DX	IQ	HT	Mv/Dodge	PD/DR	Damage	Reach	Size	Page
Lung (Chinese Dragon)	Varies - see p. 89.									
Makara, Elephant	80-100	12	6	17/40-50	8/6#	1/2	1d+1 cr	C	7	43
Makara, Goat	8-16	13	4	15/6-15	9/5#	1/0	1d-2 cr	C	1-2	43
Makara, Horse	32-40	9	6	13-16	12/6#	0/0	1d cr	C	3	43
Makara, Tiger	26-32	14	6	15/25-30	10/7#	1/1	2d-1 cut	C	2	43
Mandrake	-	-	-	-	-	-	*	-	<1	99
Manticore	20-25	15	10	14/16-20	7/7	0/2	*	C,1	2	44
Mantis, Giant	30-36	15	2	15/16-20	5/7	3/3	2d-1 cut#	C,1	3	44
Marool	18-23	14	3	15-20	6/0	1/2	1d+1 cut#	C,1	1	44
Mashenomak	55-70	14	5	15/40-50	8/7	1/2	3d imp	R,C-2	12	91
Medusa	11	12	10	13	6/6	3/5	1d-2 cut#	R,C	1	45
Mermecoleon	30-36	12	4	15/22-28	8/6	2/2	2d-1 cut	C	2	45
Mermex	12-16	12	3	15/15-20	7/7	2/2	1d+1 cut#	C	2	46
Moghur	45-60	14	3	15/70-90	22/6#	4/6	3d imp#	R,C-2	12	91
Moly	-	-	-	-	-	-	-	-	<1	99
Mormo	14	14	5	14	7/8	1/2	1d-1 cut#	C	2	46
Morou-Ngou	28-35	14	4	14/20-25	9/7#	1/1	2d-1 cut	C	3	46
Mulala	20-30	14	4	15/15-25	6/5	1/2#	1d+2 cut	C,1	6	91
Mushroom Ogre	36-45	12	2	17/35-40	5/6	0/0	2d+2 cr	C	7	100
Mushussu	60	14	3	15/25	8/8	4/6	2d+2 cut#	R,C,1	4	91
Nashlah	110	11	4	14/70	3/0	3/7#	5d cut	C,1	20	46
Nemean Lion	36	13	4	16/30	10/7	2/1*	2d cut	C,1	2	47
Nhang	21-25	13	3	15	12/1*	2/3	1d+1 cut	C	2	47
Nuckelavee	30-35	12	4	14/50	7/7	1/1	2d-1 cut	C-2	3	47
Nuddu-waighi	12	13	4	13	12/6#	1/1	1d-1 cut	C	1	47
Nulu-yoon-du	12	13#	6	15	7/7	0/0	1d+2 cr#	C,1	1	48
Nuye	20-25	13	4	16	12/7	1/1	1d+1 cut	C,1	2	48
Nyah-gwaheh (strong)	50	14	5	14/40	8/8	3/4	2d+2 imp	C,1	5#	48
Nyah-gwaheh (weak)	30	12	5	14/30	7/7	1/2	1d+2 cut	C,1	3#	48
Orthus	16	12	6	18	8/7	2/2	1d cut	I	2	49
Otoroshi	35	15	5	14/30	9/9	3/5	2d-1 imp	C	2	49
Ovinnik	12	16	7	14/40	10/9	0/0	1d-1 cut#	R,C	<1	49
P'an Ying Lung	55	20	18	15/70	16/7	3/4	3d-1 cut	C-2	18	89
Palraujuk	50-60	14	9	15/55-70	6/6	3/5	2d+2 imp#	R,C-2	10	92
Paluc Cat	23	14	5	15/20	9/8	2/3	1d+1 cut	C	2	50
Panchajana	27	13	7	16/25	6/7	3/6	1d+2 cut	C-2#	1	50
Panther	20-25	14	5	15/14-17	9/7	1/1	1d+1 cut	C	2	51
Parandrus	60	9	4	18	8/4	2/3	1d+2#	C	3	51
Paraspider	-	-	2	-	5-6/0*	0/0	1d*	C	<1	51
Pazuzu	65-70	13	6	12/50-60	20/10#	3/4	3d cut*	C,1	4	51
Pegasus	40	14	7	15	20/10#	1/1	-	-	3	52
Peist	40-50	13	8	15/40-55	10/7#	3/4	2d+1 cut#	R,C,1	7	92
Pellucidus	6-16*	13	3	14-17	6/6	4/6	1d-1 cr#	C,1	2	52
Peridexion Tree	-	-	-	-	0/0	0/1-6	-	-	1-7	100
Peripatus, Giant	12-18	12	2	16	3/6	1/1	*	R,C	1-2	52
Peryton	12-14	14	4	12-15	20/10	1/1	1d+1 imp#	C	2	53
Petty Drake	1-6	15#	5-6	14/4-7	16/8#	1/1	1d-4 cut#	C,1	<1	92
Physeter	70-80	8	4	13/50	10/0	2/3	3d+2 cut	R,C	20-30	53
Piasa	45-55	13	4	15/50-60	6/7#	3/4	3d-1 imp	R,C-2	10	92
Plat-eye	*	12	7	*	7/0	0/0	3d	R,C	1-2	54
Poh	50-60	13	5	16/25	15/8	1/1	3d cut#	C,1	3	54
Pohutukawa	50	11	12	13/70-80	0/0	3/6	8d-1 cr	C-2	1	100
Pong	20	12	8	13/25	18/9	2/2	2d-1 imp	C	2	54
Pooka	35	11	10	17/23	17/8	3/3	1d+2 cr	C	*	55
Poreskoro	12	13	5	10-14	9/7	1/1	1d-1 cut#	R,C,1,	1	55
Pretkin	2	14	4	12/2	1/1*	0/0	*	C	<1	56
Puff Weed	-	-	1	8	0/0	0/0	*	C,1	7	101
Qata	20	14	4	15	25/10	1/1	1d+2 imp#	C	2	56
Qiqirn	27	12	5	15/25	8/5	1/1	1d+2 cut#	R,C	2	56
Quiver Beast	32	13	5	14/18	9/5	1/1	2d-1 imp	C	2	57
Rahab	60	14	14	15/55-70	18/5#	4/7	2d+2 imp#	R,C-2	10	93
Rat, Giant	6-12	13	4	17/8-10	7/5	1/1	1d-2 cut*	C	1	57
Raven	3-4	11	5	14/5	14/7	0/0	1d-4 cut	C	<1	118
Ravener	30-36	15	6	16/24-30	10/8	2/2	2d cut#	C,1	2#	57
Reek	-	-	-	5-20	1/0	0/0	*	C	1	57



Name	ST	DX	IQ	HT	Mv/Dodge	PD/DR	Damage	Reach	Size	Page
Remora	2-3	12	3	12/4	10/6	0/0	*	C	<1	59
Robber Fly, Giant	25	14	2	17	15/8	2/2	1d+2 cut	C	2	59
Roc	1,000-2,000	13	5	16/500	25/0	3/3	50d+	C-10	30	60
Rogo-tumo	18#	14	4	14/32	9/7	1/1	1d+1 cut#	C-4	7-19#	60
Rolling Rock	20-80	10	3	14/20+	5/5	2/6	1d+1 to 3d cr	C	2-10	60
Rumtifusel	18	15	5	14	1/7	1/2	*	C	2	60
Sag	24-30	14	5	14/25	15/8#	1/1	1d+2 cut	R,C,1	2	61
Salamander	4	13	4	13/4	7/6	0/0	*	C	<1	61
Samhainach	16-20	15	7	13-17	6/8	3/4#	1d cut	1, C	1	62
Santer	30	12	5	12/28	11/7	2/2	3d+1 cr	1-3	3	62
Sasabonsam	30-40	15	5	14/35	6/8	2/3	2d imp#	C-2	1*	62
Scitalis	6	13	3	13/7	4/7	0/0	*	C,1	1	63
Scolopendra	1	11	2	15/2	2/0	0/0	*	C	<1	63
Scylla	65*	15	6	17/240	0/7	4/6	3d imp	C-12	13	63
Sca Serpent	25-200	13	3	16/16-100	8/6	2/3	*	C,1-8	10+	64
Scenmurv	16-20	12	13	15	14/7	1/1	1d cut	C	2	64
Shadow Wolf	18-22	14	7	10-14	9/7	2/2	1d+2 imp*	C	1	65
Shamir	-	-	2	13/2	*	0/0	1 hit *	C	<1	65
Shan	20-24	12	12	14/20	5/6	1/1	1d+1 cut	C,1	6	93
Shen Ying Lung	60	15	20	15/75	22/6	4/6	3d cut	C-2	16	89
Shika	3-4	12	3	16/4	12/7	0/0	1d-4 cut	R,C	<1	66
Shrew, Giant	32-40	16	4	12/16-20	14/8	1/1	2d cut#	C	1	66
Simurgh	80	15	15	15/40	18/10	2/2	4d imp	C,1	8	67
Siren	15-18	12	5	16	10/6#	1/1	1d cut	1	1	67
Sirrush	40-50	12	3	17/45-60	8/7	2/3	2d+1 imp	C,1	3	68
Siwanis	50-60	10	5	15*	10/5	4/6#	2d+2 cut#	C,1	3	68
Skoffin	6	14	6	15/7	8/8	2/3	*	R,C,1	1	69
Sky-High Tree	-	-	1	17/5,000+	-	3/7	-	-	Vast	101
Sliver Cat	23	14#	5	13/18	7/8*	2/3	4d cr#	3#	2	69
Snapping Turtle, Giant	22-28	11	3	16/20-25	7/5	4/6#	1d+2 cut	C	2	70
Snow Snake	12	14	4	15/9	5/7	1/1	3d+1*	C,1	2	70
Snow Wasset	14-17	12	4	13-16	3/6	1/2	1d cut	C	2	70
Sphinx	26	13	12	14/22	8/6	1/1	1d+2 cut	R,C	2	70
Spiders, Giant	12-40	15	2-10	14/10-35	4-12/7	2-3/2-4	*	R,C#	1-7	71
Spoilers	2	14	5	16/2	7/7	0/0	1d cr*	C	<1	72
Strix	2-5	17	4	12/3-5	12/8	2/0	1d-3 imp	C	<1	72
Stymphalids	6	13	5	14/5	12/*	2/3	1d-3 cut#	R,C	1	73
Su	20-24	14	4	12/20-26	10/7	1/1	1d+1 cut	C	2	73
Taddarita	2	13	8	15/2	12/6	0/0	*	R	<1	73
Táltos Horse	30-35	9	15+	14-16	12/6#	0/0	1 cr#	C,1	3	74
Tangle Weeds	11-15	12	1	14/24-30	0/0	0/1	*	C,1	1	101
Taniwha	50-60	12	3	13/50-60	8/6	3/4	3d-1 imp	C,1	15-20	74
Tarantula	1	12	2	13/1	3/7	0/0	*	C	<1	75
Tarasque	75	14#	5	15/100	7/7#	4/4	3d+1 imp	C-2	16	93
Tazelwurm	-	13	3	14/3-5	18/9#	0/0	*	C	<1	75
Tengo	40	14	4	14/48*	8/8	1/2#	2d cut#	C,1	2	75
Thu'ban	125-140	14	7	15/100-120	8/4	5/7#	6d imp#	R,C-2	40	93
Thunder Sheep	18	13	5	15/8	8/6	2/1	*	C	1	76
Tommoraki	20	12	9	12/25	10/6	2/3	1d cut#	R,C	2	76
Tunguru	30-60	12	4	13/20-40	5/6#	1-2/1-2	*	C	20-40	77
Unicorn, Fantasy	35-40	15	10+	15-17	18/10	1/1	2d+1 imp#	C	3	77
Unicorn, Medieval	25-30	15	5	15	18/10	1/1	2d+1 imp#	C	3	77
Unktehi	100	12	4	13/50	9/6	2/2*	3d+2 cr#	C-6	80	78
Vasa Mortis	95-115	12	4	16/60-70	7/6	2/2	3d-1 cut#	1	10	78
Vodyanye	11-16	12	5	14-18	6/7	1/1	*	C,1	1	79
Vritra	80	13	13	14/90	18/6#	3/6	4d imp#	R,C-2	16	94
Waira	20	12	4	15	7/7	2/4	1d imp#	C,1	2	79
Wasp, Giant	12-15	14	2	10-12	14/7	3/3	*	C	2	80
Water Bug, Giant	14-18	14	3	12-14	5/7	3/4	1d imp	C	2	80
Water Leaper	45-50	12	4	13/35-40	15/8	1/2	2d+2 cut	C	2-3	80
Water Tiger	12-16	16	2	10-14	6/8#	1/2	1d imp	C,1	2	80
Weasel, Giant	20-30	14	4	15-20	10/7	1/1	1d+1 cut	C	2	81
White Lasher	14-17	12	4	12-15	7/6	1/2	*	R,C	2	81
Wolpertinger	6	14	5	14/6	18/10	1/2	1d imp	C	1	81
Worm	Varies -- see p. 94.									
Wu Kung Ching	25	13	7	15/25	8#/7#	2/2#	1d+1 imp#	R,C	4	82
Wyvern	20-30	14	6	14/24-30	20/10	2/3	*	C-2	10	94
Yale	13-16	14#	4	12-15	12/7	0/0	1d+1 imp	C,1	2	82
Ying Lung Wang	90	12	18	15/90	6/6	10/10	5d cut	C,1	60+	89
Zombie Gerbils	1	12*	2	14/2	4/6*	0/0	1d	C	<1	82



HABITAT CHART

This table is for GMs who want to create a "realistic" ecology, or who would like to set up encounters appropriate for the type of terrain. Just look up the appropriate terrain type. Creatures appropriate for the type are listed in alphabetical

order, with brief descriptions. Creatures which may appear in several different types of terrain are listed under each one. Island-dwellers, and creatures which live in special habitats (e.g., "wherever man is found,") are listed at the end, on p. 127.

Aquatic, Fresh-Water

Page	Name	Description	Page	Name	Description
6	Afanc	Giant toothed worm.	46	Morou-Ngou	Water leopard.
6	Ahuizotl	Dog-ape with hand on tail.	46	Nashlah	Giant water-mammal; very tough hide.
7	Al	Reptile, with metallic claws and teeth.	47	Nhang	Crocodile-seal; drinks blood.
8	Ammit	Hippo-lion-crocodile hybrid.	92	Pcist	River dragon; venomous breath; withers plants.
9	Apophis	Crocodile/snake; extinguishes light.	52	Pellucidus	Giant blind crayfish.
8	7Bena	Estuary dragon; causes floods.	92	Piasa	Monster river serpent.
13	Boobrie	Giant water bird; pointed beak.	64	Sca Serpent	Giant constrictor of the sea.
13	Bunyip	Horse-sized; protects lakes; roars loudly.	89	Shen Ying Lung	Chinese dragon, most developed type. Grants luck.
15	Catoblepas	Buffalolike, with deadly gaze.	70	Snapping Turtle, Giant	Giant snapping turtle; grapples underwater.
21	Dingonek	Saber-toothed, armored swimmer.	71	Spiders, Giant	Giant spider.
21	Djun	Giant chameleon; uses tongue to grapple.	74	Taniwha	Giant lizard; no magic.
24	Fideal	Resembles reeds; drowns victims.	93	Tarasque	River/forest dragon with impaling tusks.
25	Gam	Enormous bird; dams rivers.	77	Tunguru	Giant constrictor.
26	Ghormuha	Horse-headed humanoid; collects bright objects.	78	Unktehi	Mostly invulnerable giant snake.
27	Goin	Vicious bird with crocodile legs and hide.	79	Vodyanye	Shapeshifting drowner.
98	Herecine	Grappling plant.	80	Water Bug, Giant	Giant water bug; grapples.
35	Hydrus	Dog-snake; rolls in mud for extra DR.	80	Water Leaper	Giant toad-bird with teeth; great jumper.
35	Iemisch	Giant otter.	80	Water Tiger	Giant insect; larval dragonfly; very fierce.
36	Kaliya	5-headed river snake; venomous.	81	Weasel, Giant	Giant weasel; flexible; hunts in packs.
37	Kelpie	Magical lake-horse; curses victims.			
43	Lucsa	Many-handed water creature; sharp teeth.			

Aquatic, Salt-Water

Page	Name	Description	Page	Name	Description
10	Aspidochelone	Giant whale/turtle; resembles island.	43	Makara, Tiger	Tiger-fish.
87	Bena	Estuary dragon; causes floods.	44	Marool	Green humanoid; comes ashore in storms.
15	Campchurch	Sea-unicorn.	91	Mashnomak	Seacoast dragon; limited vulnerability.
43	Capricorn	Sea-goat.	47	Nuckelavee	Deadly centaurlike monster.
20	Crab, Giant	Giant crab.	50	Panchajana	Conch shell monster; tentacles and pincers.
87	Gandarewa	Evil sea dragon - raids coastal towns, ships.	53	Physeter	Whirlpool-creating whale.
27	Gladius	Swordfish that attacks boats.	59	Remora	Sucker fish that stops ships.
29	Halulu	Man-eating bird; shapeshifts to human form.	60	Rogo-tumo	Giant octopus.
30	Hide	Resembles cowhide; smothers victims.	63	Scolopendra	Sea millipede; venomous.
43	Hippocampus	Sea-horse.	63	Scylla	Multiple-headed monster; grabs sailors.
38	Kraken	Giant squid.	64	Sea Serpent	Giant constrictor of the sea.
42	Leviathan	Enormous; deadly.	89	Shen Ying Lung	Chinese dragon; most developed. Grants luck.
43	Lucsa	Many-handed water creature; sharp teeth.	67	Siren	Half bird, half human; lures ships to wreck.
43	Makara, Elephant	Elephant-fish.	71	Spiders, Giant	Giant spider.
43	Makara, Goat	Goat-fish.	74	Taniwha	Giant lizard; no magic.
43	Makara, Horse	Sea-horse.	89	Ying Lung Wang	Chinese sea-dragon.

Arctic

Page	Name	Description	Page	Name	Description
7	Amarok	Giant wolllike creature.	56	Qiqin	Madness-causing dog.
10	Arctic Mole	Burrows in snow; the size of a walrus.	118	Raven	Large, black bird credited with magical powers.
10	Atdlit	Dog-headed humanoid, 12 feet tall.	62	Samhainach	Clawed humanoid that steals babies.
12	Bird-Bear	Bear with wings.	65	Shadow Wolf	Demonic wolf with disease-causing saber-teeth.
19	Chonchon	Flying heads; vampiric.	89	Shen Ying Lung	Chinese dragon; most developed. Grants luck.
21	Dajoji	Flying puma.	69	Skoffin	Magical cat/fox; potent gaze and sting.
23	Eurynomus	Ghoulis creature from Hades.	101	Sky-High Tree	Vast tree that contains whole kingdoms.
35	Ice-Covered Bear	Large bear with extra DR from ice.	70	Snow Snake	Winter snake; very hard to see.
38	Kilin	Chinese unicorn.	70	Snow Wasset	Large legless animal; snow-shark in its actions.
40	Kugdlugiak	Giant ice-worm.	71	Spider, Giant	Giant spider.
92	Palraujuk	Ice-dragon with freezing breath.	81	White Lasher	Casts Lightning spell.
54	Plat-eye	Spectral hound or eyes; envelops victims.	82	Zombie Gerbils	A swarm of undead rodents.
55	Pooka	Shapeshifting trickster.			



Desert

Page	Name	Description
103	Amphisbacna	Two-headed venomous snake.
8	Ant-lion, Giant	Giant insect at bottom of slippery pit.
11	Basilisk	Snake with deadly gaze.
12	Big Owl	Giant bird with paralyzing gaze.
13	Boar, War	Ridable giant boar.
14	Cactus Cat	Large lynx with scythelike blades on elbows.
16	Cerastes	Ambushing snake.
18	Chimera	3-headed monster; breathes fire.
18	Chnoubis	Nocturnal lion-headed snake.
19	Chonchon	Flying heads; vampiric.
19	Cockatrice	Rooster/snake; deadly gaze, deadly to look at.
21	Dajoji	Flying puma.
97	Dry Grass	Dehydrating grass.
23	Echidna, Giant	Giant mammal with venomous quills.
23	Eer-moonan	Very fierce porcupine-headed dog. Great jumper.
23	Furynomus	Ghoulis creature from Hades.
24	Fartalis	Wolf-leopard with Flame Jet spell.
26	Girtab	Giant scorpion.
26	Girtab's Children	Smaller, but still giant scorpions.
27	Gryllus	Many-headed creature; the heads may separate.
28	Gullet Snake	Snake that enters throats; attacks from within.
103	Hemorrhosis	Small snake that produces extreme bleeding.
32	Hoop Snake	Coils into hoop, rolls; very fast, very venomous
36	Kaushal	Bear-wild-ass hybrid. Berserkers.
38	Kilin	Chinese unicorn.
38	Konoba	Giant shriek; impales victims on thorn trees.
40	Lamia	Woman-headed snake, constricts victims.
41	Leontophontes	Its flesh is poisonous to lions.
89	Li Ying	LungAdult Chinese dragon; lives in earth.
43	Lilim	Winged human-donkey; enemies of humanity.
98	Lotus	Plant that causes forgetfulness.

Page	Name	Description
44	Manticore	Lion-bodied, man-faced, scorpion's sting.
45	Mermecoleon	Half ant, half lion.
46	Mermex	Giant gold-collecting ants.
91	Mushussu	Venomous dragon with scorpion sting.
47	Nemean Lion	Invulnerable lion.
48	Nulu-yoon-du	Hatchet-faced humanoid.
51	Panther	Attracts prey with its breath.
51	Pazuzu	Giant winged spreader of disease.
92	Petty Drake	Small, trainable dragonet.
54	Plat-eye	Spectral hound or eyes; envelops victims.
55	Pooka	Shapeshifting trickster.
101	Puff Weed	Epilepsy-causing plant.
56	Qata	Large ram with poisonous horns.
57	Quiver Beast	Casts Forgetfulness spell.
93	Rahab	Evil dragon; only clerical magic & weapons work.
57	Rat, Giant	Odious creature, may cause disease.
118	Raven	Large, black bird credited with magical powers.
60	Rolling Rock	Animate rock.
61	Sag	Flying lion/hawk; seeks to create drought.
62	Samhainach	Clawed humanoid that steals babies.
65	Shadow Wolf	Demonic wolf with disease-causing saber-teeth.
89	Shen Ying Lung	Chinese dragon; most developed. Grants luck.
101	Sky-High Tree	Vast tree that contains whole kingdoms.
70	Sphinx	Human-headed winged lion; asks riddle.
71	Spiders, Giant	Giant spider.
75	Tarantula	Spider whose bite produces madness or dancing.
93	Thu'ban	Very large dragon; fire gaze.
77	Unicorn, Medieval	Fierce one-horned horse-like animal.
94	Wyvern	Flying dragonlike creature with poisonous sting.
82	Yale	Swivel-horned antelope.
82	Zombic Gerbils	A swarm of undead rodents.

Forest

Page	Name	Description
86	Aitvaras	Small, thieving rooster/dragon hybrid.
86	Ajatar	Cursing, pestilent dragon.
103	Amphisbaena	Two-headed venomous snake.
10	Assassin Bug, Giant	Giant insect that leaps onto prey; sucks blood.
12	Bloodbeast	Senses emotion; attracted to anger and bloodlust.
95	Bloodvines	Bloodsucking plant.
13	Bombardier Beetle, Giant	Giant insect with gas cloud defense.
95	Calabash	Magical beneficial plant.
17	Charadrius	Healing bird.
18	Chimera	3-headed monster that breathes fire.
19	Chonchon	Flying heads; vampiric.
20	Crocotta	Wolf-hyena with strong jaws; runs in packs.
20	Cushna	Fire-breathing giant dogs; rabid; prolific.
21	Dajoji	Flying puma.
96	Devilbush	Magic plant; causes great pain.
96	Drop Weeds	Create a no-mana zone; attack with fatiguing gas.
23	Echidna, Giant	Giant mammal with venomous quills.
23	Eurynomus	Ghoulis creature from Hades.
97	Fairy Thorn	Tree that shoots thorns.
25	Fury Beast	Casts Madness spell.
25	Gam	Enormous bird; dams rivers.
27	Gryllus	Many-headed; the heads may separate.
28	Gryphon	Eagle-lion-snake hybrid.
28	Gullet Snake	Snake that attacks from within.
29	Hamadryas	Giant baboons; use sentries.
29	Harpy	Foul bird; defiles food.
98	Healing Grass	Healing grass.
30	Hercinia	Bird that is always lit up, like a lantern.
98	Hitobana	Flower that announces visitors.
31	Hodag	Spiny-ridged moose-sized creature with big teeth.
33	Hsing-hsing	Club-using apelike creatures.
35	Hydrus	Dog-snake; rolls in mud for extra DR.
35	Hystrix	Giant porcupine; shoots quills.
36	Jaculus	Flying snake, venomous.
36	Jezenky	Human-faced, boar-tusked, sow-bodied.
87	Kakutan	Fire-breathing dragon-headed horse.
37	Kekeko	Talking, helpful bird.
38	Kilin	Chinese unicorn.
89	Kioh-Lung	Young Chinese dragon.
38	Konoba	Giant shriek; impales victims on thorn trees.

Page	Name	Description
40	La Velue	Bull-shaped animal with snake-heads and quills.
42	Lesovik	Forest spirit-guardian.
99	Mandrake	Magical plant; screams when uprooted.
44	Manticore	Lion-bodied, man-faced, scorpion's sting.
44	Mantis, Giant	Giant insect that grapples and bites.
91	Mashenomak	Seacoast dragon; limited vulnerability.
99	Moly	Magical plant that confers magic resistance.
46	Mormo	Wolf/snake hybrid. Steals children.
100	Mushroom Ogre	Walking, devouring giant mushroom.
47	Nuddu-waighi	Winged, clawed opossums.
48	Nuye	Bizarre hybrid flyer; man-cater.
48	Nyah-gwahch	Magic, monstrous bear - bigger if it surprises.
50	Paluc Cat	Half boar, half leopard. Can gore; climbs trees.
51	Panther	Attracts prey with its breath.
51	Paraspiders	Swarming creatures that float on the wind; venomous.
100	Peridexion Tree	Protective tree.
53	Peryton	Flying deer with wings; possibly damned souls.
54	Plat-eye	Spectral hound or eyes; envelops victims.
100	Pohutukawa	Guardian tree.
55	Pooka	Shapeshifting trickster.
55	Poreskoro	Pestilent 9-headed dog/cat.
57	Rat, Giant	Odious creature; may cause disease.
118	Raven	Large, black bird credited with magical powers.
57	Reek	Jellylike globs; some are magical.
59	Robber Fly, Giant	Voracious flying giant insect.
60	Rumtifusel	Enveloping animal - smothers victims.
62	Samhainach	Clawed humanoid that steals babies.
62	Santer	Size of an ox; uses tail as flail.
62	Sasabonsam	Hooks victims from trees.
63	Scitalis	Beautiful snake; stuns and envenoms.
64	Senmurv	Dog-headed bird; benevolent; helpful.
65	Shadow Wolf	Demonic wolf with disease-causing saber-teeth.
93	Shan	Magic mist-creating snake.
89	Shen Ying Lung	Chinese dragon; most developed. Grants luck.
66	Shika	Small white animal; casts False Memory spell.
66	Shrew, Giant	Giant shrew; very fierce; venomous.
68	Siwanis	Musical animal; size of an ox. Vicious.
101	Sky-High Tree	Vast tree that contains whole kingdoms.
69	Sliver Cat	Ball-tailed cat - uses tail as club.
71	Spiders, Giant	Giant spider.
72	Strix	Blood-sucking, flying, small terror.



Forest (continued)

Page	Name	Description
73	Taddarita	Magical evil bats; serve Orcs.
101	Tangle Weeds	Symbiotic with carrion-eating ants.
74	Taniwha	Giant lizard; no magic.
75	Tarantula	Spider whose bite produces madness or dancing.
93	Tarasque	River/forest dragon with impaling tusks.
76	Tommoraki	Magical evil vultures; disrupt good ceremonies.
77	Unicorn, Fantasy	Gentle; potentially friendly; magical animal.
77	Unicorn, Medieval	Fierce one-horned horselike animal.

Page	Name	Description
79	Waira	Human-sized ambusher with long claws.
80	Wasp, Giant	Giant wasp.
81	Weasel, Giant	Giant weasel; flexible; hunts in packs.
81	White Lasher	Casts Lightning spell.
81	Wolpertinger	Flying, antlered hare with large teeth.
89	Wu Kung Ching	Giant centipede - venomous.
94	Wyvern	Flying dragonlike creature with poisonous sting.
82	Zombie Gerbils	A swarm of undead rodents.

Jungle

Page	Name	Description
6	Ahuizotl	Dog/monkey hybrid with hand on tail.
7	Aigamuxa	Giant ape with eyes in its heels.
103	Amphisbaena	Two-headed venomous snake.
10	Assassin Bug, Giant	Giant insect that leaps onto prey; sucks blood.
11	Athol	Giant bat; flies in packs.
95	Bloodvines	Bloodsucking plant.
13	Bombardier Beetle, Giant	Giant insect with gas cloud defense.
95	Calabash	Magical beneficial plant.
15	Catoblepas	Buffalo-shaped animal with deadly gaze.
18	Chemosit	Hyena-ape; grapples and bites. Very strong.
18	Chiang-liang	Tiger-horse with snake in mouth.
19	Chonchon	Flying heads; vampiric.
20	Crocotta	Wolf-hyena with strong jaws; runs in packs.
20	Cushna	Fire-breathing, giant dogs; rabid; prolific.
21	Dajoji	Flying puma.
96	Devilbush	Magic plant; causes great pain.
96	Drop Weeds	Create a no-mana zone; attack with fatiguing gas.
22	Dundubhis	Giant water buffalo with Thunderclap spell.
23	Echidna, Giant	Giant mammal with venomous quills.
23	Eurynomus	Ghoulis creature from Hades.
25	Fossa, Giant	Resembles a puma-giant-weasel hybrid.
27	Goin	Vicious bird with crocodile legs and hide.
29	Hamadryas	Giant baboons; use sentries.
32	Honey-Badger, Giant	Giant badgerlike animal; tough & flexible hide.
33	Hsing-hsing	Club-using apelike creatures.
33	Hua-hu Tiao	Rat that shapeshifts to flying elephant.
35	Iemisch	Giant otter.
36	Ikonkola	Treetop gliding snake.
36	Jaculus	Flying snake, venomous.
37	Kekeko	Talking, helpful bird.
38	Kilin	Chinese unicorn.
39	Ku-ilio-loa	Size-changing wild dog.
41	Lau	Hideous humanoid; soul-stealer.

Page	Name	Description
42	Lesovik	Forest spirit-guardian.
42	Leucrocotta	Lion-badger-deer hybrid with bony ridge for tail.
44	Manticore	Lion-bodied, man-faced, scorpion's sting.
44	Mantis, Giant	Giant insect that grapples and bites.
91	Mulala	Invulnerable medium-sized dragon.
100	Mushroom Ogre	Walking, devouring giant mushroom.
47	Nemean Lion	Invulnerable lion.
47	Nuddu-waighi	Winged, clawed opossums.
51	Parandrus	Bad-tempered ox-sized herbivore; protective of young.
51	Paraspiders	Swarming creatures that float on the wind; venomous.
52	Peripatus, Giant	Giant wormlike creature; spits sticky web.
54	Plat-eye	Spectral hound or eyes; envelops victims.
100	Pohutukawa	Guardian tree.
56	Pretkin	Teleporting little biters.
118	Raven	Large, black bird credited with magical powers.
57	Reek	Jellylike globs; some are magical.
59	Robber Fly, Giant	Voracious flying giant insect.
62	Sambainach	Clawed humanoid that steals babies.
62	Sasabonsam	Hooks victims from trees.
65	Shadow Wolf	Demonic wolf with disease-causing saber-teeth.
89	Shen Ying Lung	Chinese dragon; most developed. Grants luck.
66	Shrew, Giant	Giant shrew; very fierce; venomous.
101	Sky-High Tree	Vast tree that contains whole kingdoms.
71	Spiders, Giant	Giant spider.
72	Strix	Blood-sucking, flying, small terror.
101	Tangle Weeds	Symbiotic with carrion-eating ants.
74	Taniwha	Giant lizard; no magic.
75	Tengo	Eight-headed, eight-pawed tiger.
77	Tunguru	Giant constrictor.
79	Waira	Human-sized ambusher with long claws.
30	Wasp, Giant	Giant wasp.
32	Wu Kung Ching	Giant centipede - venomous.
82	Zombie Gerbils	A swarm of undead rodents.

Mountain

Page	Name	Description
86	Azhi Dahaka	Huge 3-headed dragon; 3 different breath attacks.
12	Big Owl	Giant bird with paralyzing gaze.
12	Bird-Bear	Bear with wings.
12	Bloodbeast	Dog-faced gorilla; senses emotions.
13	Boobrie	Giant water bird; pointed beak.
14	Cactus Cat	Large lynx with scythelike blades on elbows.
14	Calchona	Malicious doglike creature; destroys supplies.
16	Ccoa	Magical cat; demands tribute.
18	Chimera	3-headed fire-breathing monster.
18	Chnoubis	Nocturnal lion-headed snake.
19	Chonchon	Flying heads; vampiric.
20	Crocotta	Wolf-hyena with strong jaws; runs in packs.
21	Dajoji	Flying puma.
21	Delgeth	Man-eating giant antelope.
96	Devilbush	Magic plant; causes great pain.
83	Dragon	General class of monsters; see Chapter 2.
96	Drop Weeds	Create a no-mana zone; attack with fatiguing gas.
22	Eagle, Giant	Giant eagle.
23	Echidna, Giant	Giant mammal with venomous quills.
23	Eurynomus	Ghoulis creature from Hades.
98	Fear Gortach	Hunger-causing, weakening grass.
83	Firedrake	Large, reptilian, intelligent, greedy, magical, fire-breathing flying monster!
25	Fury Beast	Casts Madness spell.
25	Gam	Enormous bird; dams rivers.
27	Gryllus	Many-headed creature; the heads may separate.
28	Gryphon	Eagle-lion-snake hybrid.

Page	Name	Description
28	Gryphon	Eagle-lion-snake hybrid.
28	Gullet Snake	Snake that enters throats; attacks from within.
29	Harpy	Foul bird; defiles food.
103	Hemorrhosis	Small snake that produces extreme bleeding.
87	Herren-Surge	7-headed venomous snake.
30	Hippogriff	Lion-eagle-horse; can be tamed; flies.
32	Horses, Flesh-eating	Ordinary horses, but carnivorous.
33	Hsing-hsing	Club-using apelike creatures.
33	Hui	Human-faced wolflike animal; large packs.
24	Humbaba	Club-wielding humanoid; venomous snake tail.
36	Jezenky	Human-faced, boar-tusked, sow-bodied creature.
87	Kakutan	Fire-breathing dragon-headed horse.
86	Kaushal	Bear-wild-ass hybrid. Berserkers.
38	Kilin	Chinese unicorn.
39	Ku-ilio-loa	Size-changing wild dog.
39	Kuchedra	Giant woman/reptile, with venom and tusks.
88	Ladon	Intelligent, enthralling snake.
42	Lesovik	Forest spirit-guardian.
89	Li Ying Lung	Adult Chinese dragon; lives in earth.
89	Lotan	7-headed dragon, non-intelligent.
44	Manticore	Lion-bodied, man-faced, scorpion's sting.
91	Moghur	Large, flying dragon; gaze saps ST.
99	Moly	Magical plant that confers magic resistance.
91	Mulala	Invulnerable medium-sized dragon.
91	Mushussu	Venomous dragon with scorpion sting.
47	Nemean Lion	Invulnerable lion.
48	Nuye	Bizarre hybrid flyer; man-eater.



Mountain (continued)

Page	Name	Description	Page	Name	Description
51	Panther	Attracts prey with its breath.	66	Shika	Small white animal; casts False Memory spell.
51	Paraspiders	Swarming creatures that float on the wind.	67	Simurgh	Giant bird; semi-divine; serves Good.
51	Pazuzu	Giant winged spreader of disease.	68	Siwanis	Musical animal; size of an ox. Vicious.
52	Pegasus	Winged horse.	69	Skoffin	Cat/foxlike magical creature; potent gaze and sting.
53	Peryton	Flying deer with wings; possibly damned souls.	101	Sky-High Tree	Vast tree that contains whole kingdoms.
92	Petty Drake	Small, trainable dragonet.	69	Sliver Cat	Ball-tailed cat - uses tail as club.
54	Plat-eye	Spectral hound or eyes; envelops victims.	70	Sphinx	Human-headed winged lion; asks riddle.
100	Pohutukawa	Guardian tree.	71	Spiders, Giant	Giant spider.
55	Pooka	Shapeshifting trickster.	73	Su	Fierce lionlike animal with rich fur.
55	Poreskoro	Pestilent 9-headed dog/cat.	73	Taddarita	Magical evil bats; serve Orcs.
56	Qata	Large ram with poisonous horns.	74	Táltos Horse	Magical talking horse.
56	Qiqirn	Madness-causing dog.	74	Taniwha	Giant lizard; no magic.
93	Rahab	Evil dragon; only clerical magic & weapons work.	75	Tarantula	Spider whose bite produces madness or dancing.
118	Raven	Large, black bird credited with magical powers.	75	Tazelwurm	Flying venomous lizard.
57	Ravener	Gorilla-bear; berserker.	75	Tengo	Eight-headed, eight-pawed tiger.
59	Robber Fly, Giant	Voracious flying giant insect.	93	Thu'ban	Very large dragon; fire gaze.
60	Rolling Rock	Animate rock.	77	Unicorn, Fantasy	Gentle; potentially friendly; magical animal.
61	Sag	Flying lion/hawk; seeks to create drought.	77	Unicorn, Medieval	Fierce one-horned horselike animal.
62	Samhainach	Clawed humanoid that steals babies.	94	Vritra	Storm dragon; attacks with Whirlwind.
63	Scitalis	Beautiful snake; stuns and envenoms.	81	Wolpertinger	Flying, antlered hare with large teeth.
64	Senmurv	Dog-headed bird; benevolent; helpful.	94	Worm	Wingless, slender dragon with poisonous breath.
65	Shadow Wolf	Demonic wolf with disease-causing saber-teeth.	94	Wyvern	Flying dragonlike creature with poisonous sting.
93	Shan	Magic mist-creating snake.	82	Yale	Swivel-horned antelope.
89	Shen Ying Lung	Chinese dragon; most developed. Grants luck	82	Zombie Gerbils	A swarm of undead rodents.

Plains

Page	Name	Description	Page	Name	Description
7	Amarok	Giant wolflike monster.	41	Lcontophontes	Its flesh is poisonous to lions.
103	Amphisbaena	Two-headed venomous snake.	42	Lesovik	Forest spirit-guardian.
8	Ant-lion, Giant	Giant insect; lives in slippery pit.	43	Lilim	Winged human-donkey; enemies of humanity.
10	Assassin Bug, Giant	Giant insect that leaps onto prey; sucks blood.	98	Lotus	Fruit that causes forgetfulness.
12	Big Owl	Giant bird with paralyzing gaze.	99	Mandrake	Magical plant; screams when uprooted.
12	Bird-Bear	Bear with wings.	46	Mermex	Giant gold-collecting ants.
13	Bombardier Beetle, Giant	Giant insect with gas cloud defense.	91	Moghur	Large, flying dragon; gaze saps ST.
13	Boobrie	Giant water bird; pointed beak.	99	Moly	Magical plant that confers magic resistance.
95	Calabash	Magical beneficial plant.	46	Mormo	Wolf/snake hybrid. Steals children.
16	Cerastes	Ambushing snake.	47	Nemean Lion	Invulnerable lion.
17	Charadrius	Healing bird.	47	Nuddu-waighi	Winged, clawed opossums.
18	Chnoubis	Nocturnal lion-headed snake.	48	Nulu-yoon-du	Hatchet-faced humanoid.
19	Chonchon	Flying heads; vampiric.	51	Panther	Attracts prey with its breath.
20	Crocotta	Wolf-hyena with strong jaws; runs in packs.	51	Parandrus	Bad-tempered ox-sized herbivore; protective color.
20	Cushna	Giant fire-breathing dog; rabid; prolific.	53	Peryton	Flying deer with wings; possibly damned souls.
21	Dajoji	Flying puma.	54	Plat-eye	Spectral hound or eyes; envelops victims.
21	Delgeth	Man-eating giant antelope.	54	Poh	One-horned, non-intelligent carnivorous horse.
96	Devilbush	Magic plant; causes great pain.	55	Pooka	Shapeshifting trickster.
96	Drop Weeds	Create a no-mana zone; attack with fatiguing gas.	101	Puff Weed	Epilepsy-causing plant.
97	Dry Grass	Dehydrating grass.	56	Qata	Large ram with poisonous horns.
22	Dundubhis	Giant water buffalo with Thunderclap spell.	57	Quiver Beast	Casts Forgetfulness spell.
23	Echidna, Giant	Giant mammal with venomous quills.	57	Rat, Giant	Odious creature; may cause disease.
23	Eer-moonan	Very fierce porcupine-headed dogs. Great jumpers.	118	Raven	Large, black bird often credited with magic powers.
23	Eurynomus	Ghoulis creature from Hades.	57	Ravener	Gorilla-bear; berserker.
98	Fear Gortach	Hunger-causing, weakening grass.	59	Robber Fly, Giant	Voracious flying giant insect.
25	Fury Beast	Casts Madness spell.	62	Samhainach	Clawed humanoid that steals babies.
26	Girtab	Giant scorpion.	63	Scitalis	Beautiful snake; stuns and envenoms.
26	Girtab's Children	Smaller, but still giant scorpions.	65	Shadow Wolf	Demonic wolf with disease-causing saber-teeth.
27	Gryllus	Many-headed creature; the heads may separate.	93	Shan	Magic mist-creating snake.
28	Gullet Snake	Snake that enters throats; attacks from within.	89	Shen Ying Lung	Chinese dragon; most developed. Grants luck.
29	Hamadryas	Giant baboons; use sentries.	101	Sky-High Tree	Vast tree that contains whole kingdoms.
98	Healing Grass	Healing grass.	71	Spiders, Giant	Giant spider.
103	Hemorrhosis	Small snake that produces extreme bleeding.	73	Su	Fierce lionlike animal with rich fur.
98	Herecine	Grappling plant.	74	Táltos Horse	Magical talking horse.
32	Hoop Snake	Coils into hoop, rolls; very fast, very venomous.	101	Tangle Weeds	Symbiotic with carrion-eating ants.
32	Horses, Flesh-eating	Sharp-toothed, man-eating horses.	75	Tarantula	Spider whose bite produces madness or dancing.
35	Hydrus	Dog-snake; rolls in mud for extra DR.	78	Vasa Mortis	4-headed giant bird.
87	Kakutan	Fire-breathing dragon-headed horse.	80	Wasp, Giant	Giant wasp.
38	Kilin	Chinese unicorn.	81	Weasel, Giant	Giant weasel; flexible; hunts in packs.
38	Konoba	Giant shrike; impales victims on thorn trees.	82	Yale	Swivel-horned antelope.
			82	Zombie Gerbils	A swarm of undead rodents.



Subterranean

Page	Name	Description
103	Amphisbaena	Blind, worm-like snake.
10	Atdlit	10-foot-tall humanoid.
11	Athol	Beasts in packs.
19	Chonchon	Beasts; vampiric.
21	Dajoji	Beasts; vampiric.
22	Dread Stalker	Beast-like animal.
23	Eurynomus	Beast-like creature from Hades.
25	Flash Bear	Beast-like animal with Flash spell.
27	Gryllus	Beast-like creature; the heads may separate.
40	Lamia	Snake-like creature; constricts victims.
45	Medusa	Snake-headed woman with petrifying gaze.
52	Pellucidus	Giant crayfish.
54	Plat-eye	Beast-like creature with eyes; envelops victims.

Page	Name	Description
55	Pooka	Shapeshifting trickster.
57	Quiver Beast	Casts Forgetfulness spell.
57	Rat, Giant	Odious creature; may cause disease.
57	Reek	Jellylike globs; some are magical.
62	Samhainach	Clawed humanoid that steals babies.
65	Shadow Wolf	Demonic wolf with disease-causing saber-teeth.
89	Shen Ying Lung	Chinese dragon; most developed. Grants luck.
71	Spiders, Giant	Giant spider.
72	Spoilers	Rat-sized animals that feed on emotion.
72	Strix	Blood-sucking, flying, small terror.
73	Taddarita	Magical evil bats; serve Orcs.
82	Zombie Gerbils	A swarm of undead rodents.

Swamp

Page	Name	Description
86	Ajatar	Beast-like dragon.
12	Bloodbeast	Beast-like creature; senses emotions.
13	Bombardier Beetle, Giant	Giant insect with gas cloud defense.
13	Boobrie	Beast-like bird; pointed beak.
15	Catoblepas	Beast-like animal with deadly gaze.
15	Cautigus	Many-armed grappler; drowns victims in acid swamp.
17	Charadrius	Healing bird.
18	Chimera	3-headed fire-breathing monster.
19	Chonchon	Flying heads; vampiric.
21	Dajoji	Flying puma.
96	Drop Weeds	Create a no-mana zone; attack with fatiguing gas.
22	Dundubius	Giant water buffalo with Thunderclap spell.
23	Eurynomus	Ghoulish creature from Hades.
27	Goin	Vicious bird with crocodile legs and hide.
31	Hirudo	Giant leech.
31	Hodag	Spiny-ridged moose-sized creature with big teeth.
34	Hydra	9-headed reptile; heads grow back.
35	Hydrus	Dog-snake; rolls in mud for extra DR.
38	Kilin	Beast-like unicorn.
42	Lesovik	Beast-like spirit-guardian.
43	Luesa	Many-headed water creature; sharp teeth.
44	Mantis, Giant	Giant insect that grapples and bites.

Page	Name	Description
100	Mushroom Ogre	Walking, devouring giant mushroom.
89	P'an Ying Lung	Chinese weather dragon; uses "water fire."
51	Paraspiders	Swarming creatures that float on the wind; venomous.
92	Peist	River dragon; venomous breath; withers plants.
54	Plat-eye	Spectral hound or eyes; envelops victims.
55	Pooka	Shapeshifting trickster.
56	Pretkin	Teleporting little biters.
93	Rahab	Evil dragon; only clerical magic & weapons work.
118	Raven	Large, black bird often credited with magical powers.
59	Robber Fly, Giant	Voracious flying giant insect.
62	Samhainach	Clawed humanoid that steals babies.
62	Santer	Size of an ox; uses tail as flail.
65	Shadow Wolf	Demonic wolf with disease-causing saber-teeth.
89	Shen Ying Lung	Chinese dragon; most developed. Grants luck.
101	Sky-High Tree	Vast tree that contains whole kingdoms.
71	Spiders, Giant	Giant spider.
73	Stymphalids	Large man-eating birds; appear in flock.
101	Tangle Weeds	Symbiotic with carrion-eating ants.
93	Tarasque	River/forest dragon with impaling tusks.
78	Vasa Mortis	4-headed giant bird.
80	Wasp, Giant	Giant wasp.
82	Wu Kung Ching	Giant centipede - venomous.
82	Zombie Gerbils	A swarm of undead rodents.

Islands - swamp also appropriate terrain on island

Page	Name	Description
13	Boobrie	Beast-like bird; pointed beak.
19	Chonchon	Beasts; vampiric.
21	Dajoji	Flying puma.
96	Drop Weeds	Create a no-mana zone; attack with fatiguing gas.
23	Eurynomus	Ghoulish creature from Hades.
24	Filsar	Beast-like creature; vampiric.
27	Gryllus	Beast-like creature; the heads may separate.
29	Halulu	Man-eating bird; shapeshifts to human form.
43	Luesa	Many-headed water creature; sharp teeth.
44	Marool	Green bird-like creature; appears in storms.

Page	Name	Description
45	Medusa	Snake-haired woman with petrifying gaze.
47	Nuckelavee	Deadly centaurlike monster.
54	Plat-eye	Spectral hound or eyes; envelops victims.
54	Pong	Giant bird; treasure on island.
55	Pooka	Shapeshifting trickster.
118	Raven	Large, black bird credited with magical powers.
60	Roc	Enormous bird; carries elephants.
62	Samhainach	Clawed humanoid that steals babies.
65	Shadow Wolf	Demonic wolf with disease-causing saber-teeth.
67	Siren	Half bird, half human; lure ships to wreck.
82	Zombie Gerbils	A swarm of undead rodents.

Special, and where they are found

Page	Name	Description
86	Aitvaras	Homesteads. Small, winged monster/dragon hybrid.
8	Amikiri	Homesteads. Small, winged creature that makes mischief.
17	Cerberus	With humans. 3-headed dog with scaly hide.
98	Hitobana	Households. Flower that announces visitors.
49	Orthus	With humans. 2-headed dog.
49	Otoroshi	Temples. Small, winged creature.
49	Ovinnik	Homesteads. Magic cat that creates mischief.
55	Poreskoro	Campsites. Pestilent 9-headed dog/cat.

Page	Name	Description
118	Raven	As familiars. Large, black bird.
61	Salamander	Fires. Lizard that lives in & extinguishes fires.
65	Shamir	Unknown habitat. Small worm that eats metal & stone.
66	Shika	As familiar. Small animal; casts False Memory.
68	Sirrush	At mages' dwellings. Guardian lizard.
76	Thunder Sheep	With Chinese dragons. Weather control spells.
76	Tommoraki	Temples. Evil magical vultures; disrupt ceremonies.

INDEX

This index does not list the names of individual creatures described in this book, except in cases where a creature is known by more than one name, or where there is an important cross-reference. For an alphabetical list of all creatures, see p. 119.

Acid, 15, 30, 46.
 Ants, 9, 45, 101.
 Arboreal, 4.
 Bat, 11, 73.
 Beaver, 6.
 Biome, 4.
 Blindness, 78.
 Botany skill, 95.
 Campaign styles, 5.
 Carnivore, 4; *unnaturally carnivorous creatures*, 21, 32, 115.
 Charts, 119-127.
 Curses, 114.
 Damage statistic, 5.
 Darkness, 105.
 Demonic creatures, 19, 23, 43, 51, 61, 65, 67, 69, 76, 117.
 Disease, 17, 21, 30, 38, 51, 54, 57, 65, 98; *Immunity to Disease*, 93, 107.
 Diurnal, 4.
 Dragons, 76, 83-94; *Chinese*, 89-90; *combat*, 85, *magic*, 84.
 Dust, 109.
 Elephant, 43, 60.
 Endangered species, 3.
 Eskimos, 7, 56, 109.
 Fire, 34; *fire resistance*, 61-62; *see also Flame Jets*.



Flame jets/breath, 24, 37, 85, 114.
 Goat, 43.
 Gorgon, 45.
 Gregarious, 4.
 Habitat, 4, 5; *habitat chart*, 123.
 Healing, 98.
 Herbivore, 4.
 Horse, 21, 32, 43, 74, 83, 115.
 Humans, 3.
 Hybrids, 109, 118.
 Information, 3.
 Invisibility, 105.
 Invulnerability, 111.
 Island Turtle, 10.
 Luck, 113-114.
 Magic resistance, 105.
 Magic spells, 104-107.
 Mana organs, 113.
 Mineral creatures, 115-116.
 Mirrors, 105.
 Motifs, 4, 108-118.
 Move/Dodge statistic, 5.
 Music, 67, 68, 115.
 Names of creatures, 5.
 Naturalist skill, 4, 42, 95.
 Nocturnal, 4.
 Octopus, 60.
 Omnivore, 4.
 Orcs, 42, 74, 100.
 Origin of creatures, 5.
 Patron advantage, 74.
 PD/DR statistic, 5.
 Plants, 95-101, 117.
 Poison, *see Venom*.
 Rabies, 21.
 Reach, 5.
 Regeneration, 111.
 Research skill, 4.
 Riding and riding animals, 12, 28, 30, 32, 52, 54, 74, 94, 109, 116.
 Size, 5.
 Solitary creatures, 4.



Souls, 41, 53, 65.
 Survival skill, 4, 95.
 Tail sweep/strike, 85.
 Talking animals, 117.
 Technical terms, 4.
 Tiger, 43.
 Treasure, 6, 7, 26, 46, 50, 54, 59, 60, 68, 72, 84, 85, 86, 90, 92, 116.
 Tupilak, 68, 109-110.
 Unicorn, 54, 56, 77-78.
 Unique creatures, 4.
 Venom, 102-103, 114, 118; *venomous creatures and plants*, 11, 12, 17, 18, 20, 23, 24, 26, 32, 35, 36, 39, 41, 44, 46, 48, 51, 56, 63, 65, 67, 69, 70, 71-72, 75, 76, 80, 82, 85, 87, 88, 91, 92, 94, 96, 97, 101, 103.
 Venom, *neutralizing*, 77-78, 90.
 Webs, 51, 53, 71-72.
 Weight, 5.
 Whale, 10, 53.
 Zoology skill, 4.

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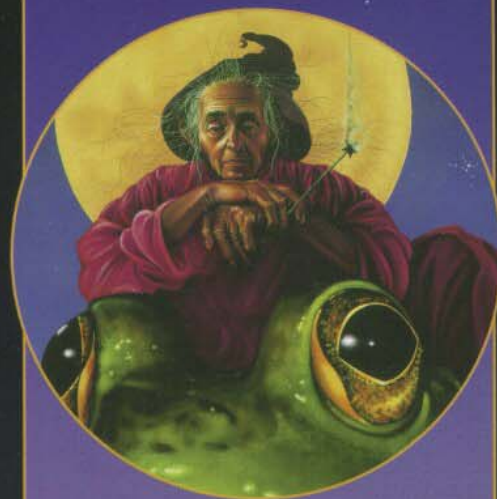
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